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VOLUME 2
ISSUE 1

Official U.S. PlayStation Magazine

PlayStation

Spyro the Dragon

Review and Complete Strategy Inside!

Official U.S. PlayStation Magazine Issue 13 (October 1998)

October 1998
$7.99 U.S. $9.99 Canada

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FIRE-BREATHING CRAZE HITS HEARTLAND!

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OCT. 8, 1998

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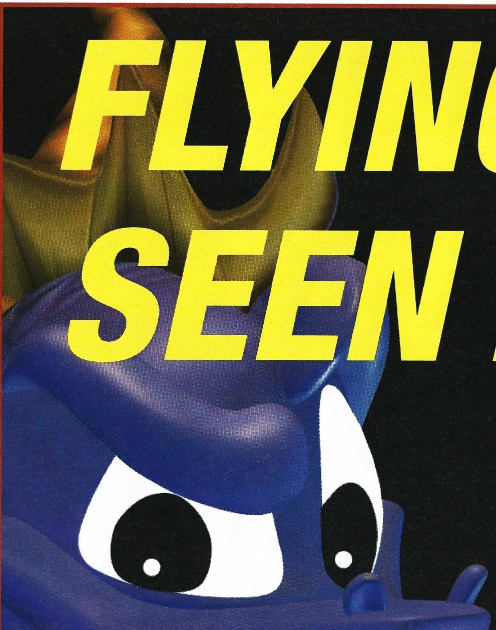
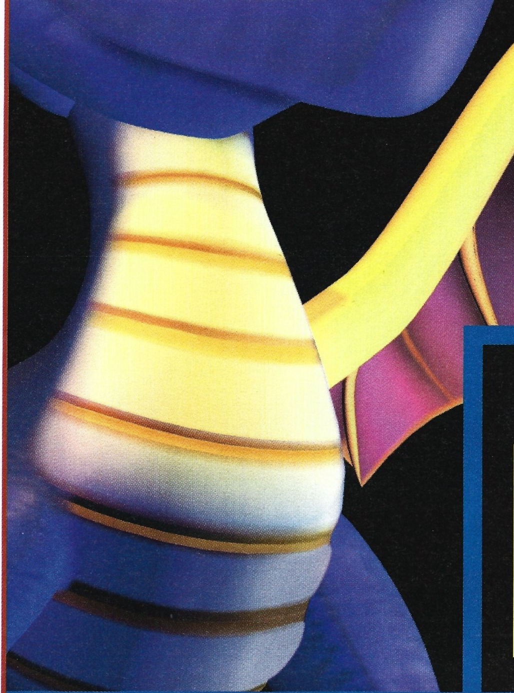
Secret life revealed

Spyro breathes fire, glides, flies and headbutts his way through graphically stunning, completely interactive worlds. Spyro rescues dragon families, collects treasure, recovers jewels and discovers hidden regions. Spiritual healers advise clients to follow Spyro!

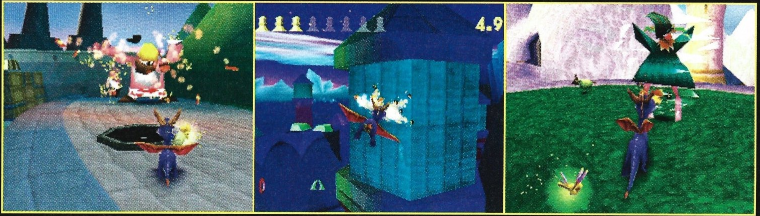


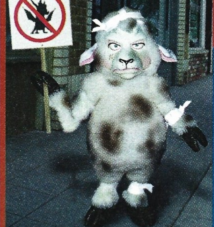
FLYING DRAGON SEEN ENTERING U.S. AIR



SPACE!

Sheep makes case on national TV!





One hot sheep!

Embittered sheep stages anti-Spyro protests.

(Story on page 3.)

SPYRO THE DRAGON

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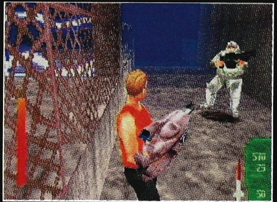
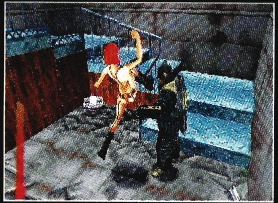
This ain't no Saturday matinee, baby.

This is the late-night show of high-intensity action thrillers. in the dual role of lab-designed femme fatale and weapons specialist turned taxi driver, it's up to you to gather the five elements before... Bada boom... The end.



Dual Fighting Action
Blow them away with deadly weapons as Korben. Pound on enemies as martial arts expert Leeloo. Kick butt as both to make it to your global missions.



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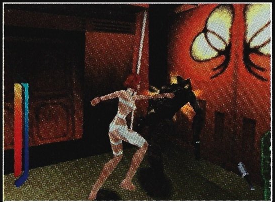
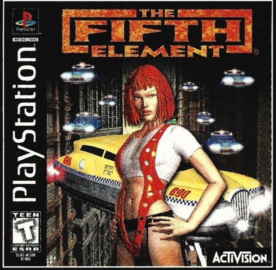
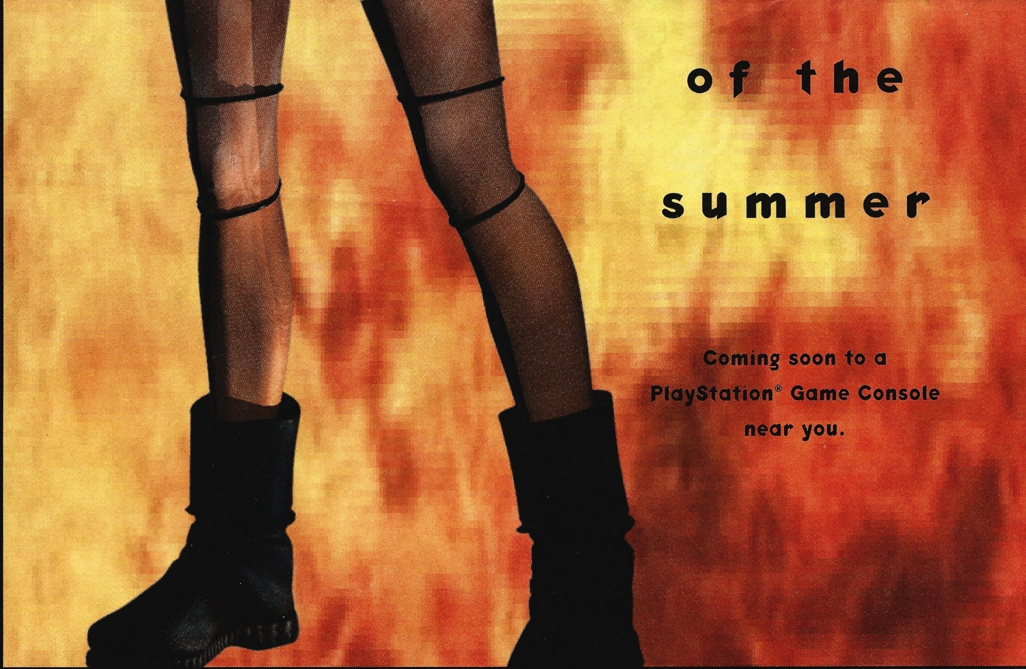


Outrageous 3-D Universe
Explore 23 mind-blowing levels in exotic, sci-fi worlds inspired by the movie, including 23rd century New York, a space-age hotel and a mysterious temple.





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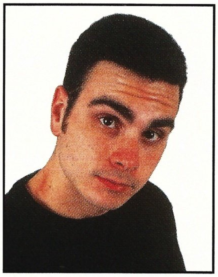
Editorial

A few unofficial words from the official new guy



As customary in an introductory piece, I feel obligated to run a mug shot of myself. That way, if you happen to disagree with me in the future, you can easily use it as a dartboard, or however else you see fit.

Who the Hell Am I, and Why Am I Here?!

It's definitely a question that begs answering, and hopefully I can put a rest to any concerns you might have.

As you might have suspected from my picture being affixed to this page (don't worry it won't be there every month), I'm the shiny, new editor in chief of the *Official U.S. PlayStation Magazine*. Or, "*OPM*," as the kids often call it.

Some of you (hopefully) might recognize me. As a former member of the Review Crew at *Electronic Gaming Monthly* for more than a year or so, I've been notoriously known as "The Sports Guy" for quite some time now. Sure, I did plenty of other things and I play every sort of game, but that one still stuck. Nevertheless, those enjoyable times are now behind me, and I have made the journey 10 feet across the Ziff-Davis offices to serve you by heading up the *Official U.S. PlayStation Magazine*. Quite frankly, I can't think of a better place to be.

Well, I could, but it has nothing to do with work, and what I'm thinking of is rather personal—but back to the subject matter at hand.

Mission Statement

The Official U.S. PlayStation Magazine is the only Sony Computer Entertainment America-licensed magazine and is published by ZD Inc. through an exclusive arrangement. As such, OPM remains independent from SCEA, and is a critical, autonomous voice that helps readers get more out of their PlayStation system by delivering the most current, comprehensive and candid coverage of PlayStation software and hardware.

Wataru, *OPM*'s former editor in chief, has been promoted to the enviable position of West Coast Editor, which means that he'll be closer to the heart of the gaming industry. Well actually, right smack-dab in it. That means he'll be digging up all kinds of great info, and you'll find him routinely popping up in various ways on all of Ziff Davis' lovely gaming magazines and online sites. Those, of course, include *EGM*, *Expert Gamer*, videogames.com and most certainly this one. He even has a few other nifty projects up his sleeve. That is, until California slides into the ocean. You see, Wat is going to move there—San Francisco to be exact—since he's West Coast Editor, and all.

So what exactly does this mean for the future of *OPM*? Now, this is the spot where it is expected that I would go into one of the cookie-cutter, self-serving editorial rants about how this will be the best piece of editorial written since cavemen made inscriptions on cavern walls. But frankly, I really just prefer to let the magazine speak for itself, and let you, the readers be the judge of that (you always are, after all). Suffice to say, there are tons of really cool improvements in store for *OPM*, and I sincerely hope you're with us to see them unfold.

In fact, the first improvement to the magazine is already in the bag—I won't have to do another introduction of myself, and you won't need to sit through another.

Kraig Kujawa
Editor in Chief

Official U.S. PlayStation Magazine

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Official U.S. PlayStation Magazine (ISSN #1094-6683) is published monthly by ZD Inc., 1920 Highland Ave., 2nd Floor, Lombard, IL 60148. Single-issue rates: $7.99. Subscription Rates: One Year (12 issues and 12 demo discs) $49.97 U.S., $65.97 all other countries. We periodically make lists of our customers available to mailers of goods and services. If you do not wish to receive such mailings, please write to us and include a copy of your mailing label. Subscription Service Questions and Address Changes Write to: Official U.S. PlayStation Magazine, P.O. Box 55362, Boulder, CO 80322-5362. Call us: (303)665-8930 U.S. or (303)604-7445 all other countries. Fax us: (303)604-7455 U.S. or (303)604-0540 all other countries. Or visit our subscription Web site at http://subscribe.playstationmagazine.com/service. The editors and publishers are not responsible for unsolicited materials.

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The Canadian GST registration number is 14049 6720 RT.
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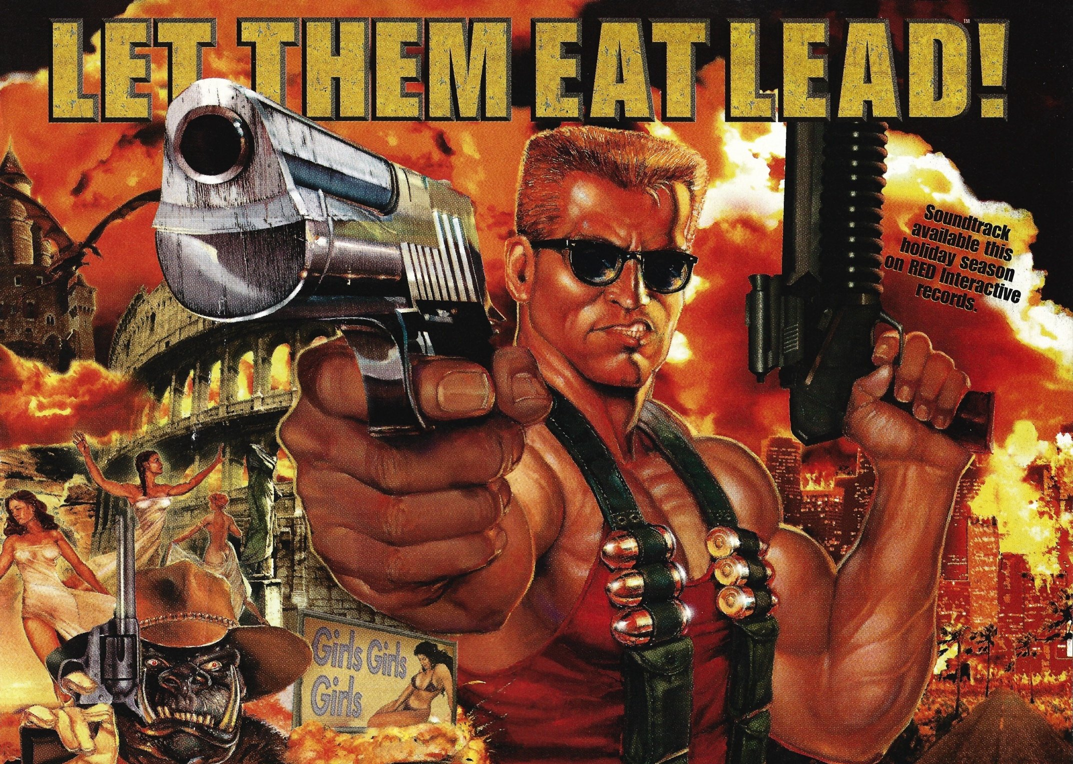
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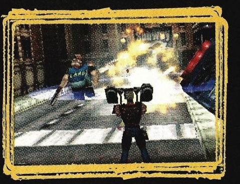
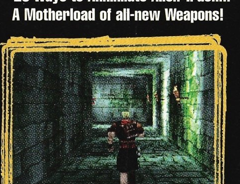


20 ways to Annihilate Alien Trash...
A Motherload of all-new Weapons!



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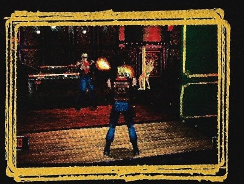
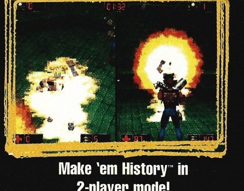
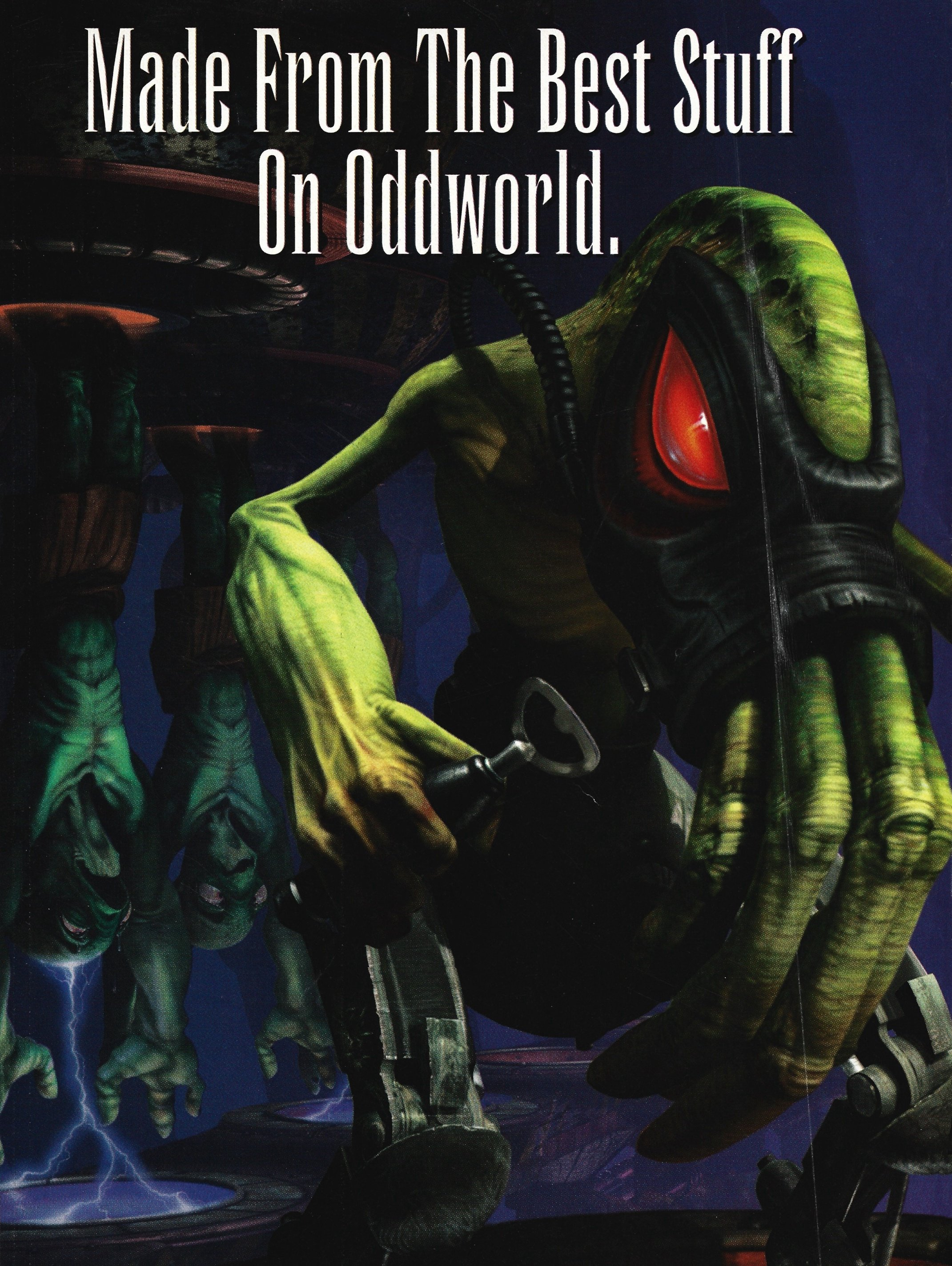


Play Duke in full-on third person glory for the first time ever!



Make 'em History™ in 2-player mode!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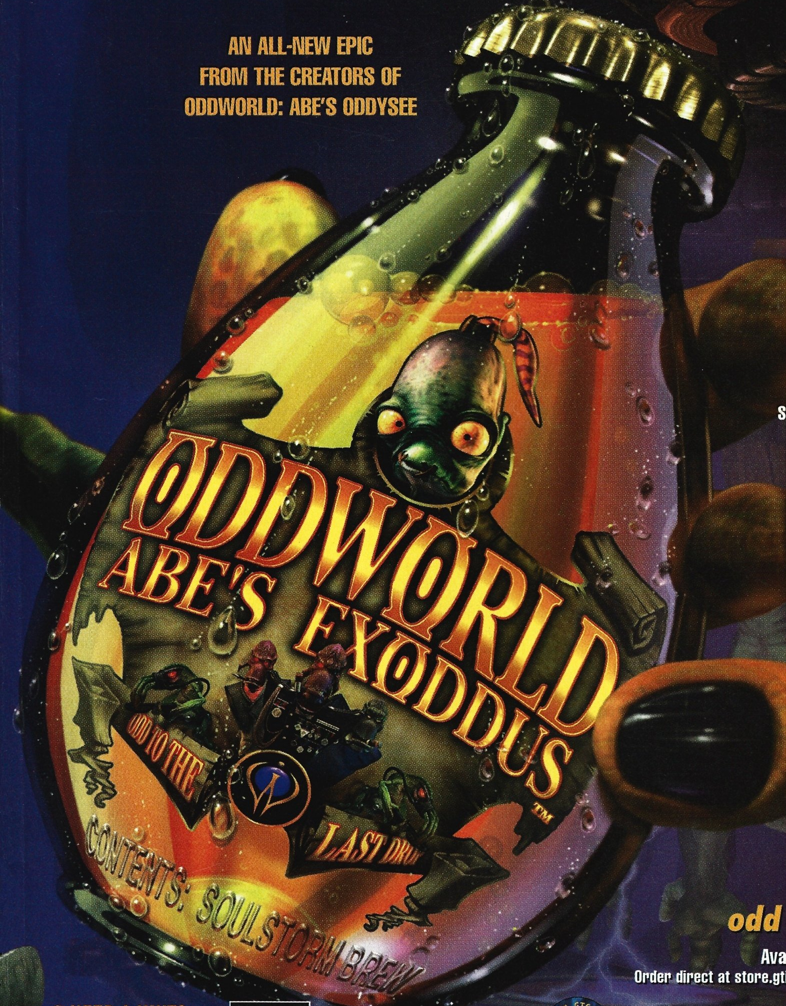
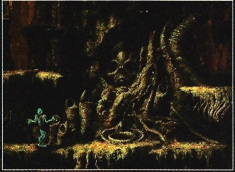
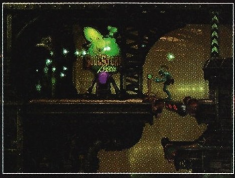
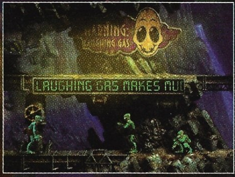




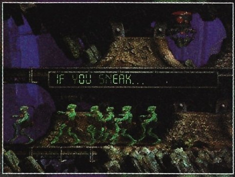
New & improved save feature! Save your game anywhere!



Fart possession! No other game has it - no other game wants it!



Slap some sense into those Mudokons - but look out for laughing gas!



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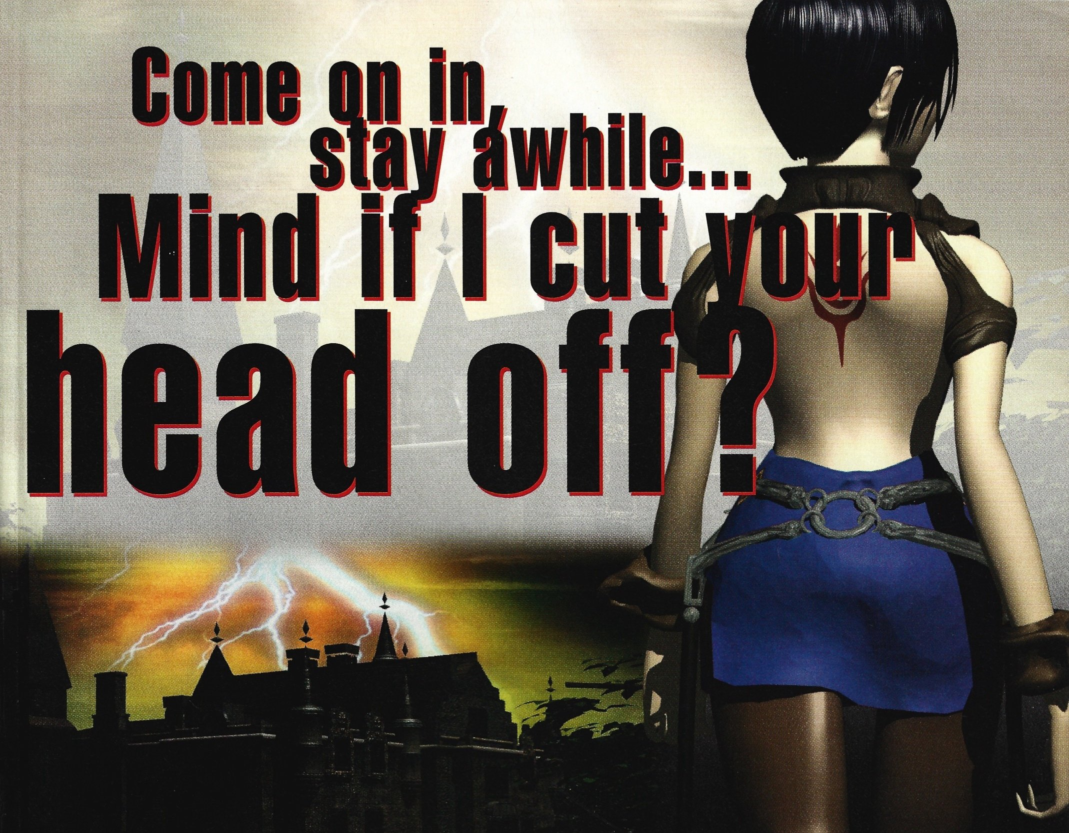

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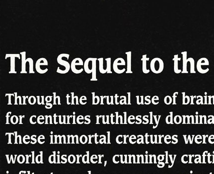

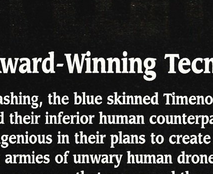

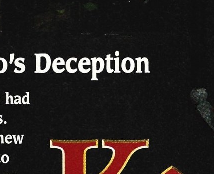

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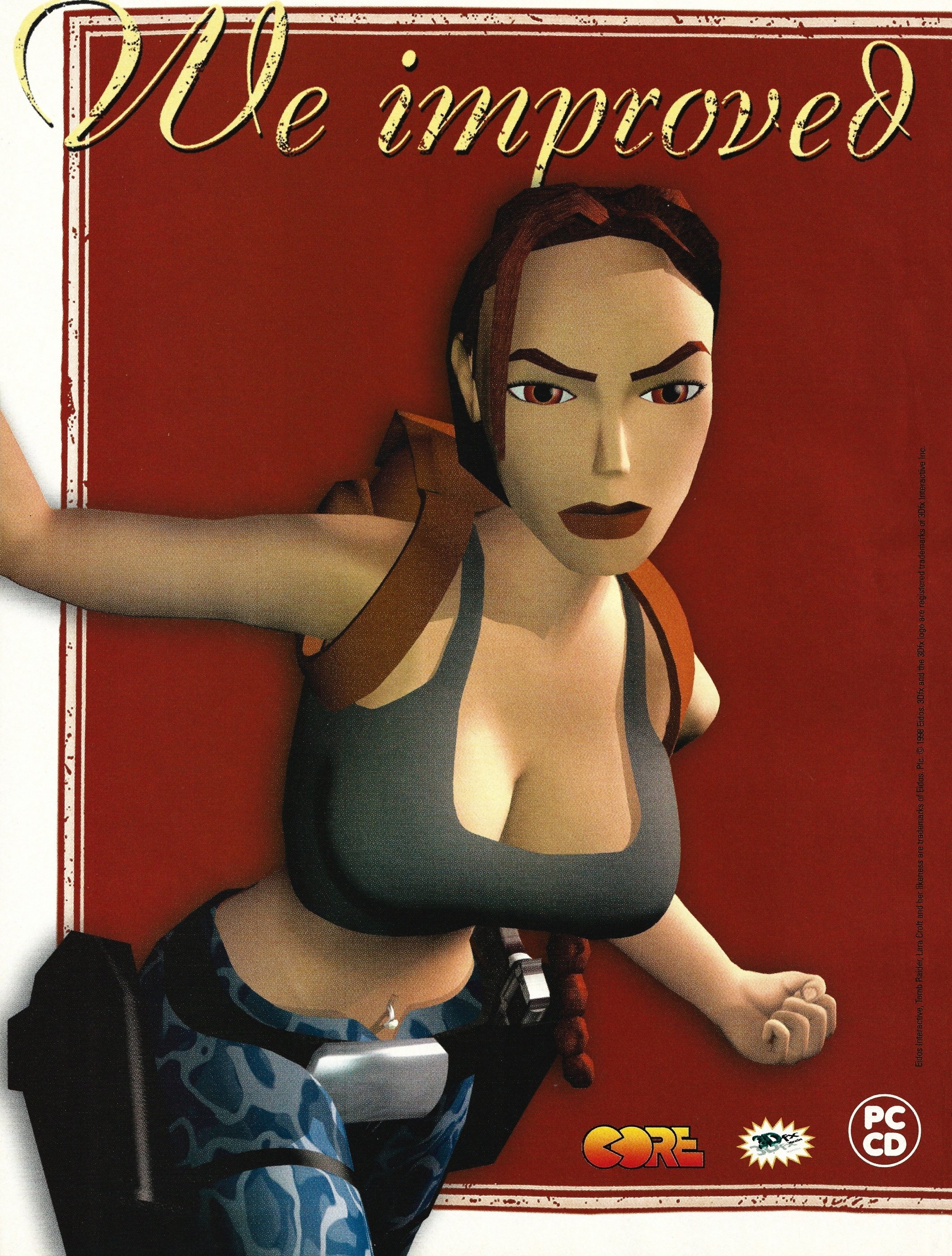

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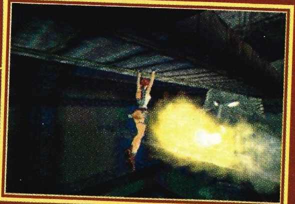
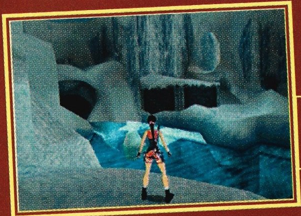
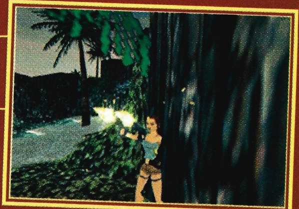


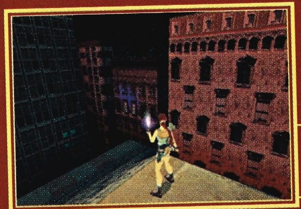
Monkey swing, crawl or sprint-dash when you can't fight your way out.



Wreak havoc through snow, wind and rain with jaw-dropping realism.



Check your gut in manic, eyeball-blistering action.



Kayak rapids and motorcycle your escape from environments that will lose your mind

but sorry,

still no nude code.

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HE CAN'T LOOK HIS ENEMIES IN THE EYES.
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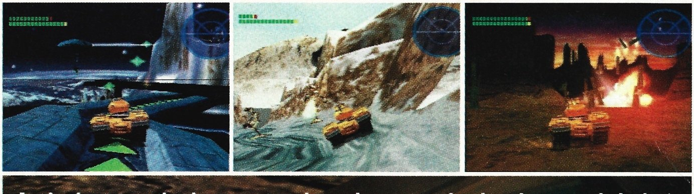
>
> **-Next Generation**



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THE ADORABLE KILLING MACHINE

In the future, evil robot warriors have driven mankind underground. And it's up to Tiny Tank to save the world. Sure he's small, but he's no wuss. He's got enough fire power to start WWIII...and he's trigger happy. So bringing his enemies down to his level and annihilating their pathetic robot asses is a cinch. But whatever you do, don't call him Tiny. He may aim higher than your knee caps.

www.tinytank.com www.mgminteractive.com

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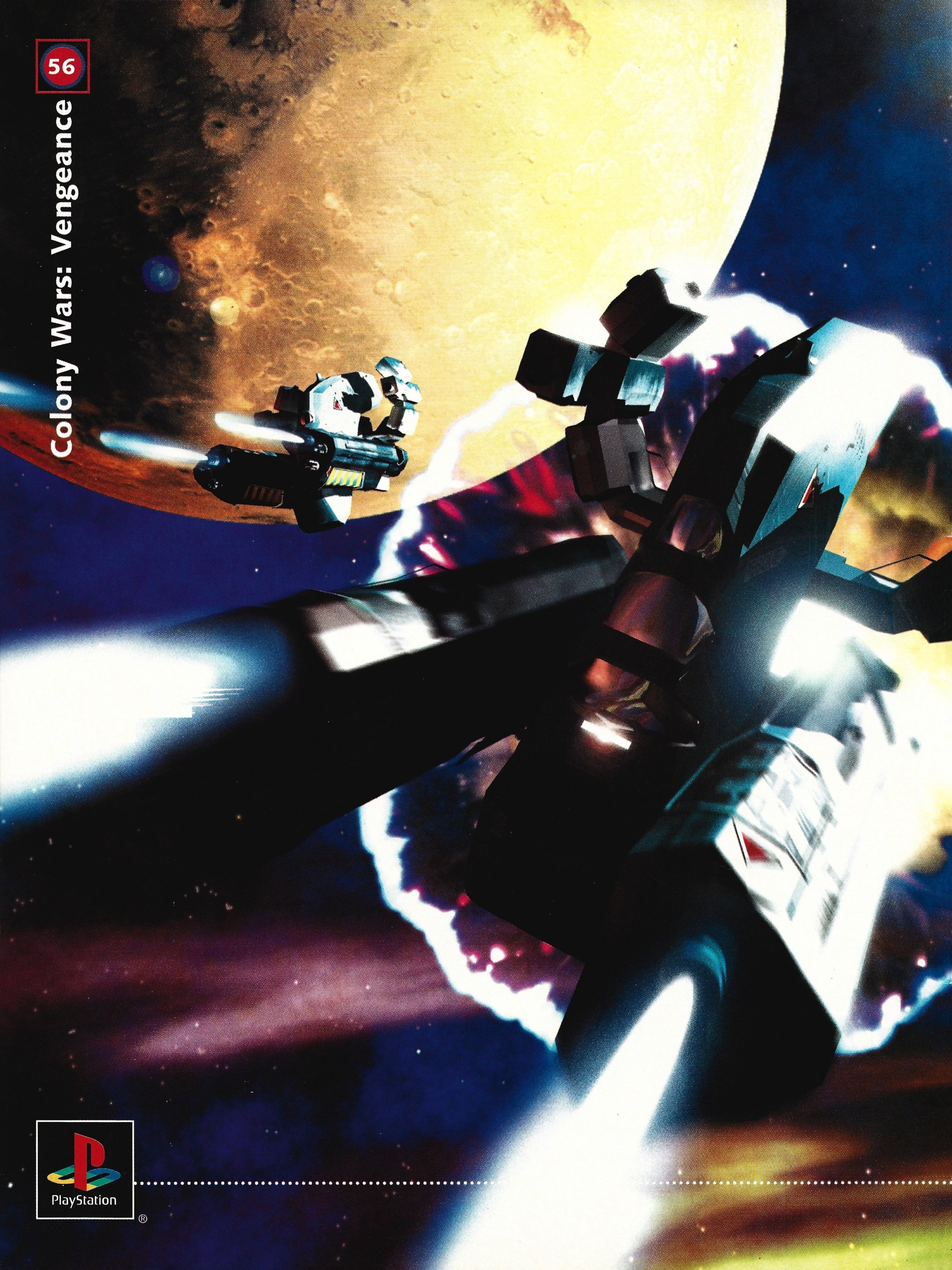
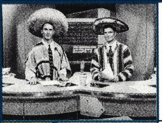


PlayStation

Contents

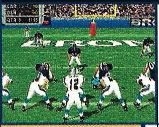
Play ESPN?!



It was inevitable that the sports conglomerate would make the leap, but are they jumping into something they can't handle? Find out inside.

44

Pigskin Wars



Two awesome football games, and odds are you'll only buy one. Check out the most comprehensive breakdown of them ever done!

102

Bytes to Box Office

What's up with the Lara Croft movie? We had one of the best Hollywood scoophounds we know round up the dirt on that and more!

134

Spyro Strategy

Use this strategy guide to rescue all the dragons, find all the gems and complete Sony's cute 3D action game with Spyro, our coverboy.

142

Metal Gear Solid

Because our Demo Disc has a playable version of Metal Gear, we figured it only makes sense to give you a walk-through of the first part of the game.

160

Letters

Learn how a product manager for a game company "enhances" the design of his advertisements. Also, we've finally discovered who's been stealing your demo discs!

22

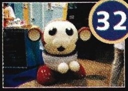
PlayStation News

News

PlayStation 2 update, and news on Working Designs' Lunar: Silver Star Story.

30

International



Our crack overseas news team brings info on the Tokyo Character Show.

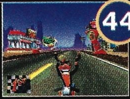
32

Top 20

Tekken 3 and Gran Turismo continue to battle for the top spot.

36

Previews



In addition to Colony Wars: Vengeance, we look at Xenogears, Assault, Crash Bandicoot: Warped, Star Con, The Unholy War and Invasion from Beyond.

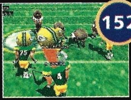
44

Reviews

Spyro the Dragon gets put to the test, as well as NFL Blitz, G.Darius, ThunderForce V, Heart of Darkness, Bomberman World, Resident Evil 2 Dual Shock and others.

98

Tricks



Our resident trickmaster gives you a code for long necks and big arms in NFL Xtreme, and provides special codes for WWF WarZone, VR Baseball 99 and N20.

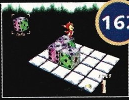
152

g.e.a.r.

The Resident Evil figures are here just in time for Halloween, but even scarier is a hand-held version of You Don't Know Jack that bears an errie resemblance to someone we know.

158

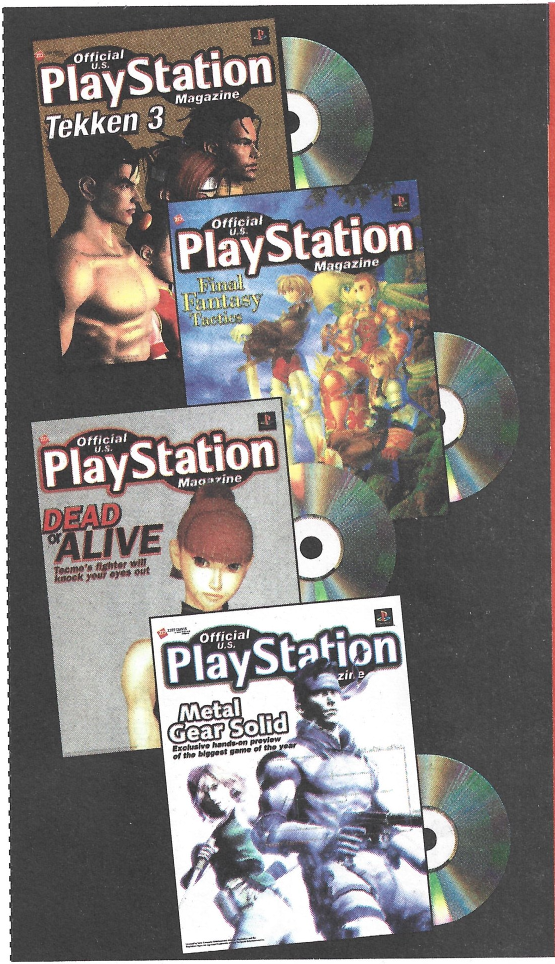
Demo Disc



Playable Metal Gear Solid. And if we need to say any more, there's Legacy of Kain, Test Drive 5, Devil Dice, Brunswick Bowling, Ninja and NFL Xtreme on this killer disc.

162

TEAM LO
LUCKY FOR YOU
OURS COMES WITH A RESET BUTTON.


Official U.S. PlayStation Magazine
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Final Fantasy Tactics
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DEAD or ALIVE
Tecmo's fighter will knock your eyes out
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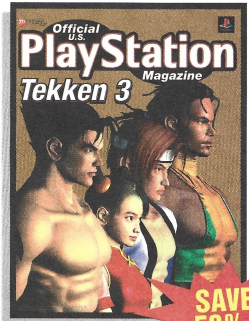

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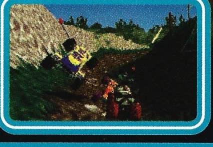

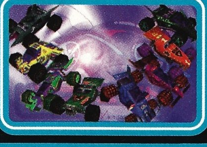

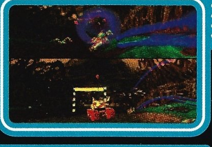

FINALLY, A REMOTE CONTROL CAR NOT EVEN YOUR BROTHER CAN BREAK. COMPLETE WITH 16 REMOTE CONTROL CARS AND 15 PULSE-POUNDING TRACKS, THIS GAME LETS YOU DODGE, WEAVE, AND SOAR THROUGH RICH TROPICAL JUNGLES, SUN-DRENCHED BEACHES, AND MURKY SWAMPS. EVEN IF YOU DON'T FEEL LIKE RACING, THERE ARE DOZENS OF HIDDEN PATHS AND SECRET FEATURES FOR YOU TO EXPLORE. ALONE, WITH A FRIEND, OR AGAINST THE COMPUTER, THIS GAME WILL SEND YOU THROUGH DOZENS OF COURSES -- NOT BATTERIES.

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THE INTENSOR™ SURVIVAL GUIDE

(Because we're not always going to be there to hold your trembling, sweaty little hand.)

PART ONE

Be warned: this is technology with a real "punch-you-in-the-gut-while-you're-not-looking" brand of sensitivity.

There's never been anything like Intensor. So in order to survive it, you need to understand a few things. Like to begin with, you need to know what a Sensory Gaming Experience is. It's complete immersion. It's intense tactile feedback. It's being able to see, hear and feel the game you're playing like never before. All you have to do is hook it up to the audio jack of any system, play any game and hold on. You may also want to say a little prayer.

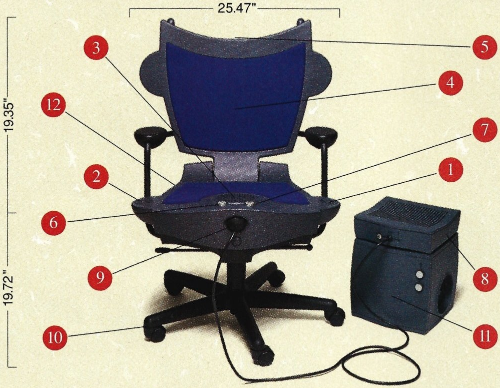


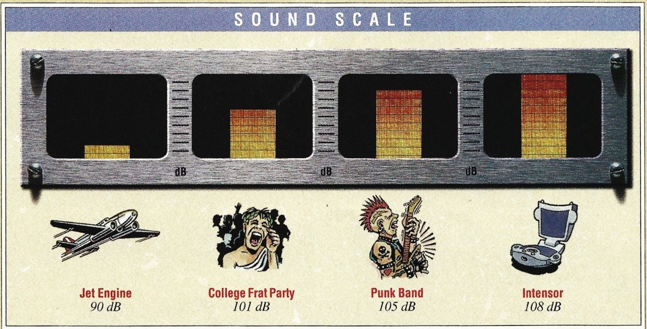
Fig. 1. *A breakdown of what you're up against.*

#	ITEM
1	Left 2" Mid-Range Directional
2	Right 2" Mid-Range Directional
3	5.25" Center Mid-Range
4	5.25" Low Frequency Tactile Driver
5	High-Range Tweeter
6	Sound Volume
7	Tactile Intensity
8	Electronics Unit
9	Heavy-Duty Single Cord Connector
10	Optional Office Chair Base
11	Optional Subwoofer
12	Headphone Jack

PART TWO

Remember, in this chair no one can hear you scream.

Not everyone will have what it takes to handle Intensor's patented audio system. After all, we're talking 5 high-performance built-in speakers with 108dB output. Technically speaking, that means it's really loud. So for the neighbors' sake, you may want to use the headphone jack — which you can do without losing any tactile feedback. But keep in mind — if your ears start bleeding, you should probably turn the thing down.



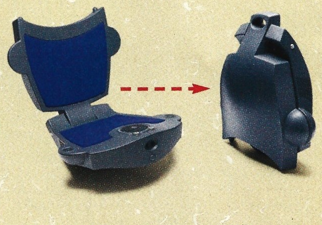


Fig. 2. *At 19 pounds, Intensor is designed for quick evacuation in the event things get ugly. (Shaky hands will appreciate the built-in molded carrying handle.)*

PART THREE

Ducking, dodging, whimpering and other useful gaming skills you might want to perfect.

Be advised. With Intensor, you'll not only hear your games like never before, you'll also feel them. In your back. In your legs. You'll feel sensations in places you never even knew you had. Which means every engine rev, every explosion, every kick will seem more real than you may want it to. So it's important to note that under this type of extreme duress, screaming in high-pitched tones for one's mommy is quite common.

DEFENSIVE PROCEDURES

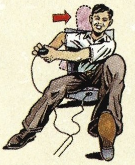


Fig. 3a. *The Dodge*

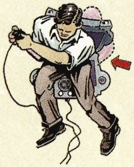


Fig. 3b. *The Weave*

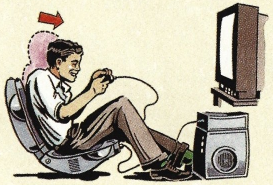


Fig. 3c. *The Duck*

TACTILE SENSATION GRAPH

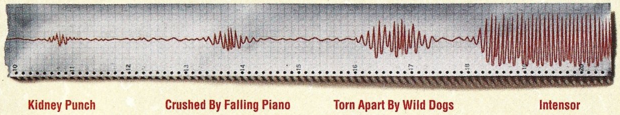


Fig. 4. *Artist's conception of Sensory Gaming's effect on the human heart. Those with heart conditions should proceed at their own risk.*

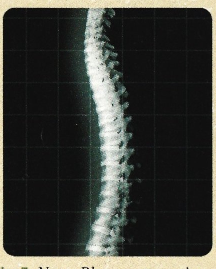


Fig. 5. *Note: Players attempting to negotiate Intensor on anything less than a good, stiff spine may be reduced to a vegetative state.*

PART FOUR

Any game. Any system. Any medium. After this, nothing will ever be the same.

From movies and CDs to all your favorite games, Intensor isn't just compatible with your current system, it actually transforms it. It may also do the same to you. Once you take a seat, there's a new awareness. And there's no going back. It's the gaming version of the thousand-yard stare. You'll recognize it in others who've "been there." Seek them out. Talk to them. This therapeutic approach can help preserve your sanity.

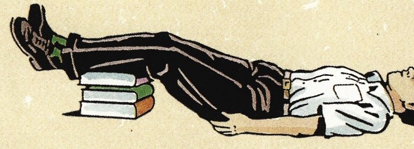


Fig. 6. *Intensor has been known to induce shock. In such cases, place victim flat on back, elevate legs 8 to 12 inches and call for help. (If victim begins vomiting, place him or her on one side to allow fluid drainage.)*

In the event of nervous breakdown, seek help at

www.intensor.com

Assuming you've read this carefully, proceed to your favorite gaming retailer.

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Letters

A glimpse into the demented minds of our readers

Double D'OH! Imagine our horror when we got our last issue back from the printer and discovered that an early version of Letters had mistakenly been printed! Of course we had information on the PlayStation version of Ehrgeiz; it was in our own International Previews just a few dozen pages later! That's what "labor-saving" technology can get you....And we also discovered, upon the office debut of New Guy Mark MacDonald, that his Turbo Prop Racing review from issue #11 had mistakenly been rated with an extra disc. The review score should have been three discs, not four. We humbly apologize for any confusion these errors may have caused.

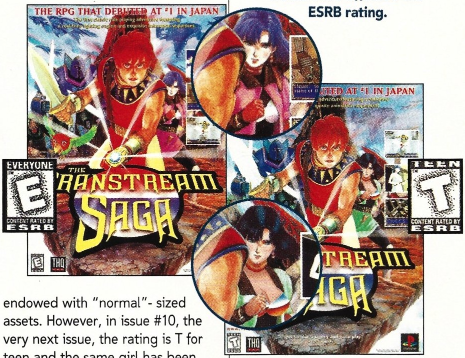
One of These Things Is Not Like the Other...

Dear *OPM*,

I was just wondering if maybe you noticed the slight, uh, let's call it an alteration, in the Granstream Saga ad between issue #9 and issue #10. In issue #9, the game is rated E for everyone, and the girl in the background is endowed with "normal"- sized assets. However, in issue #10, the very next issue, the rating is T for teen and the same girl has been "airbrushed" to a new cup size. What happened to the game that bumped the rating, and the chest size, up to a new level? If you know, just say so, but please don't give me one of those, "Game designers often change their product several times before release," answers. Thanks.

Name withheld
for no apparent reason

Well, see, game designers often change their products...no, seriously, we went to THQ to find out just what the heck they were thinking when they made the change to this character's proportions. The response? John Ardell, product manager for the title, informed us that the artistic change was made because THQ felt the more seductively clad woman would "appeal more" to the game's target audience of 17- to 23-year-old males. As far as the rating is concerned, Ardell told us that the original rating of "E" was a misprint. Apparently, THQ's ad company assumed the game would be rated "E" before the ESRB had actually given it an official rating. He assured us that no changes were made to the game during that time that would have affected the ESRB rating.

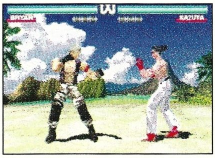


Photoshop Fun

Dear *OPM*,

Here is a screenshot of Bryan facing Kazuya in Tekken 3. I'm not sure if this is real or fake. Who knows, it could be as fake as the screenshot that shows Cloud in Final Fantasy VIII.

Aaron Chouravong,
Brooklyn Park, MN



Since we've not seen this trick in action, and considering how simple it is to fake a screenshot, we seriously doubt this allegation. But hey, we could be wrong. Write in if you've seen this trick, and let us know how it's done!

Ranting the Ranter

Dear *OPM*,

Sean Karunaratne's letter [issue #11, "Rant of the Month"] talks about how SaGa Frontier is a REAL role-playing game. This is untrue. SaGa is a computer role-playing game. Any actual role-player can tell you that there is a world of difference between a computer role-playing game (CRPG) and an actual role-playing game (RPG).

In Final Fantasy VIII, I am prevented from going through a door by a guard. I've defeated hundreds of guards before this. I will have defeated a hundred more guards by the time the game is over. However, this guard is sitting there, and there's nothing I can do about it. I walk up to him and press the Interact button, he says, "You cannot pass," and that's all there is to say about that. That's a computer role-playing game.

In a real RPG, I could try to fast-talk the guard. I could kill the guard. I could have Tifa drop her glove and bend over to pick it up, and then while the guard's eyes were popping out, I could hit him in the back of the head.

A great example given by Jeff Freeman (who writes the article "Ack!" at www.rpg.net) is that when Cloud comes upon a door, there are two choices I have: I can go through the door, or I can wait around for a while, then go through the door.

CRPGs aren't really RPGs. CRPGs are interactive stories. Limited interactive stories. They are often extremely fun. But holding one above the other and saying, "This is a *real* RPG, and if you don't like it, you aren't a *real* role-player," is just plain silly.

Adam Schroeder
via the Internet

we want your input!

How do you like the mag? What about the design? Are we leaving anything out?

Let us know!

To get special attention as far as design and content issues go, label your letters or e-mails with the heading: PlayStation Magazine suggestions c/o the Official U.S. PlayStation Magazine at the addresses on the next Letters page.

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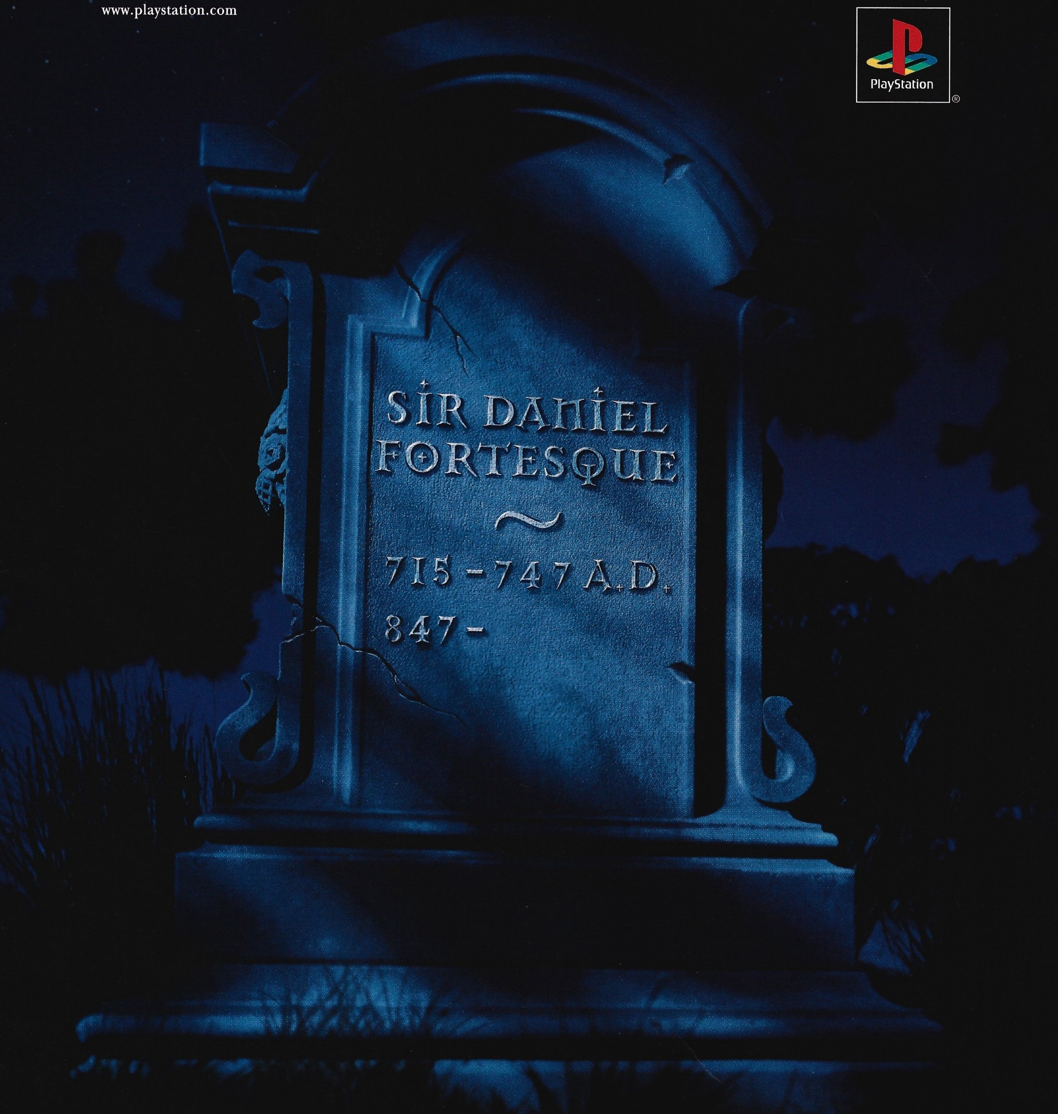

HE GAVE HIS LIFE FOR HIS KINGDOM. NOW HE'S GIVING HIS DEATH.

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Letters

A glimpse into the demented minds of our readers

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or non-working demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services. For more information see this month's demo disc section.

Motormouth!

Dear *OPM*,

I was reading in the August issue of *OPM* that the *Star Wars* script has 33,842 words in it. That got me thinkin', so I busted out the calculator and it showed that if there really were that many words in the movie, that the cast would have to say approximately five words a minute constantly for the whole 124-minute movie. That makes no sense. If I misunderstood the column then please correct me, but I don't care how many discs-long Metal Gear Solid is, I highly doubt that there could be 100,000-plus words in it.

Brandon Tutmarc
Bellevue, WA

Most people have a hard time believing how quickly we humans actually speak. Here's a little exercise. Read the entire letter out loud, and time yourself. It will most likely take you around 30 to 40 seconds to read the whole thing. Now, go ahead and count the words. Even counting the five- and six-digit numbers as one word, you've got well over 100 words there. That's around 200 words a minute. At that rate, you could have up to 40 minutes of silence for every minute of speech before dropping below the 33,842 word limit. With Konami estimating that Metal Gear should take more than 15 hours to complete, you can see how all that speech might fit in. Amazing, eh?

PTT
140.85
MEMORY

if you make it back in one piece, maybe I'll let you do a strip search on me.

[Sic]

Dear *OPM*,

I LOVE YOUR MAGAZINE, ITS GREAT, I'VE READ EACH AND EVERY SINGLE ONE OF THEM, AND I HAVE EVERY SINGLE DEMO CD, IM NOT A SUBSCRIBER, BUT THAT 8 DOLLAR PRICE TAG DOESN'T BOTHER ME, I JUST READ IT AT THE SUPERMARKET AND JUST TAKE THE CD, THAT'S THE WAY TO DO IT, YOU GUYS DON'T REALLY EXPECT SOME ONE TO PAY 8 BUCKS FOR YOUR MAGAZINE DO U, I MEAN ITS NOT THAT GOOD.

2fly@iname.com

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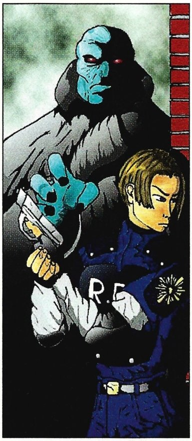
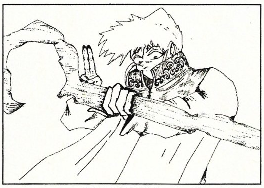
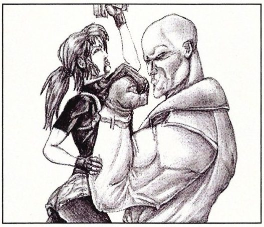


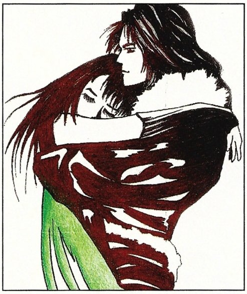
name withheld, via internet



"Pheffs," CukyPheffs@aol.com



Rudy Solomon, solorude@aol.com



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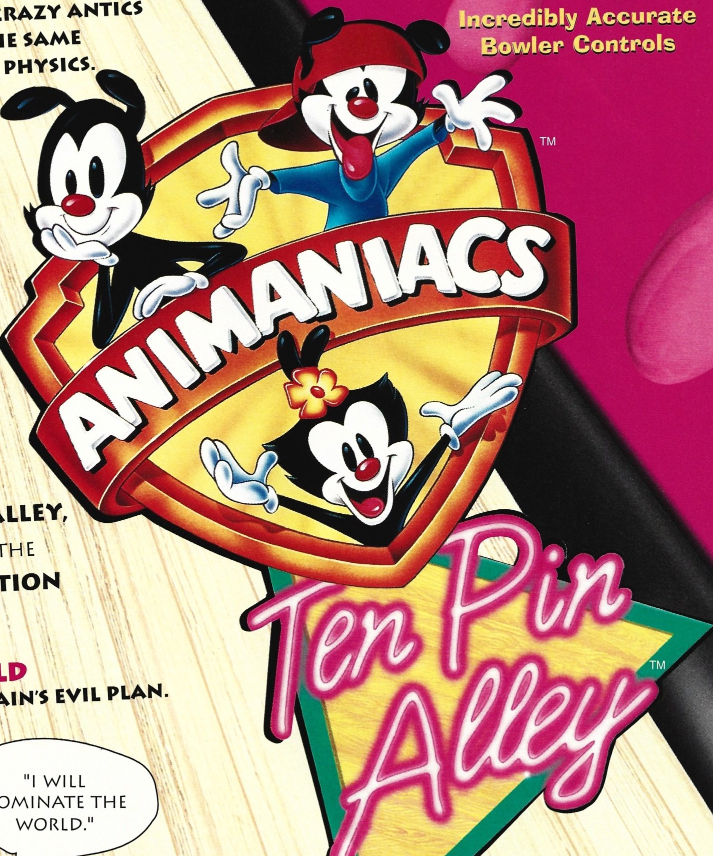

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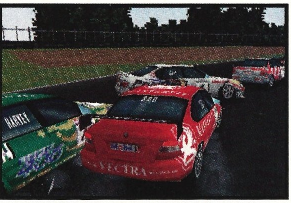
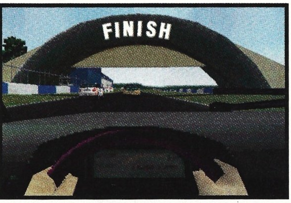


RULE #3

NEVER BE COURTEOUS TO OTHERS.

Remember, it's the nice guys who always finish last.



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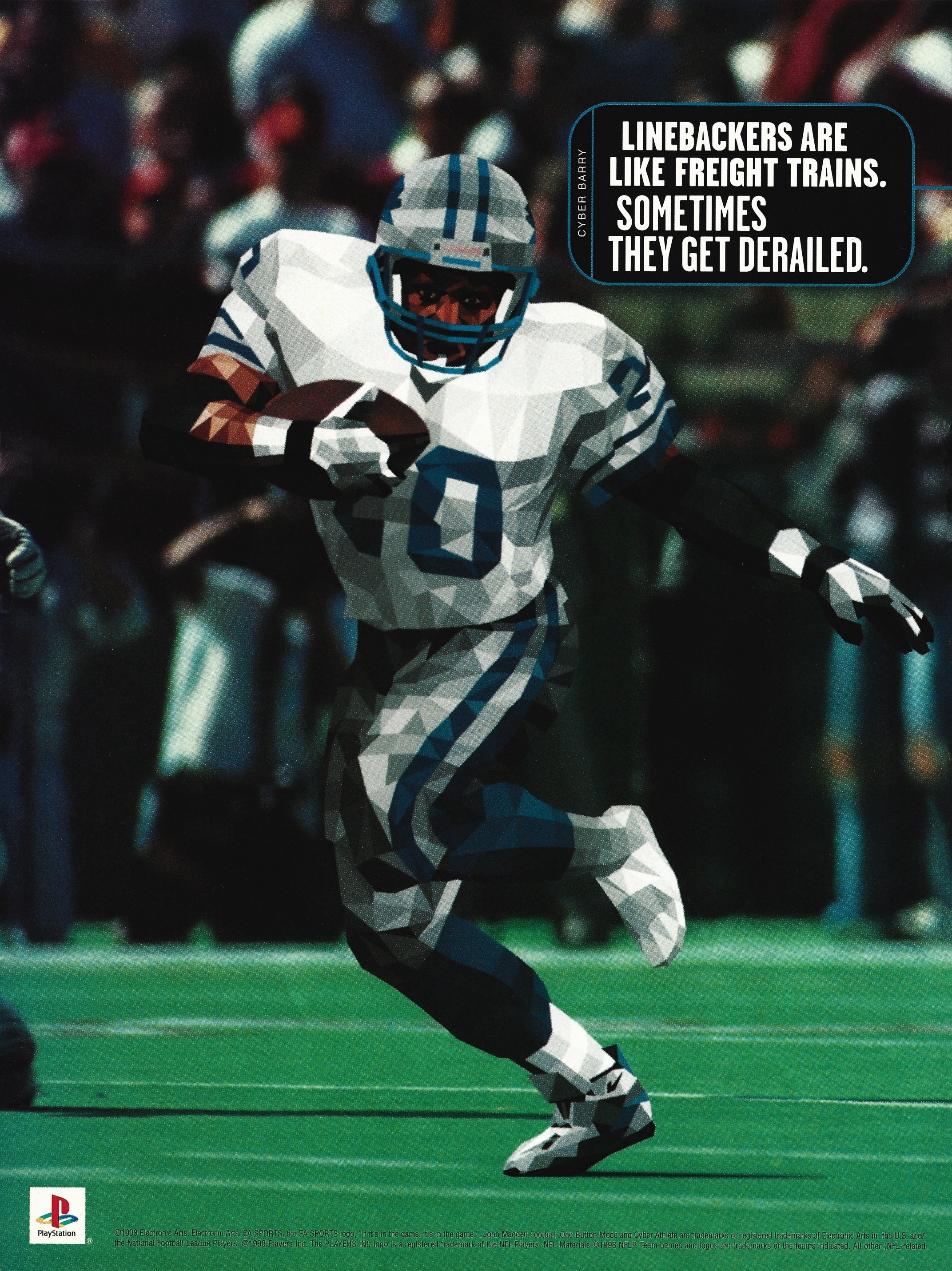
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PlayStation

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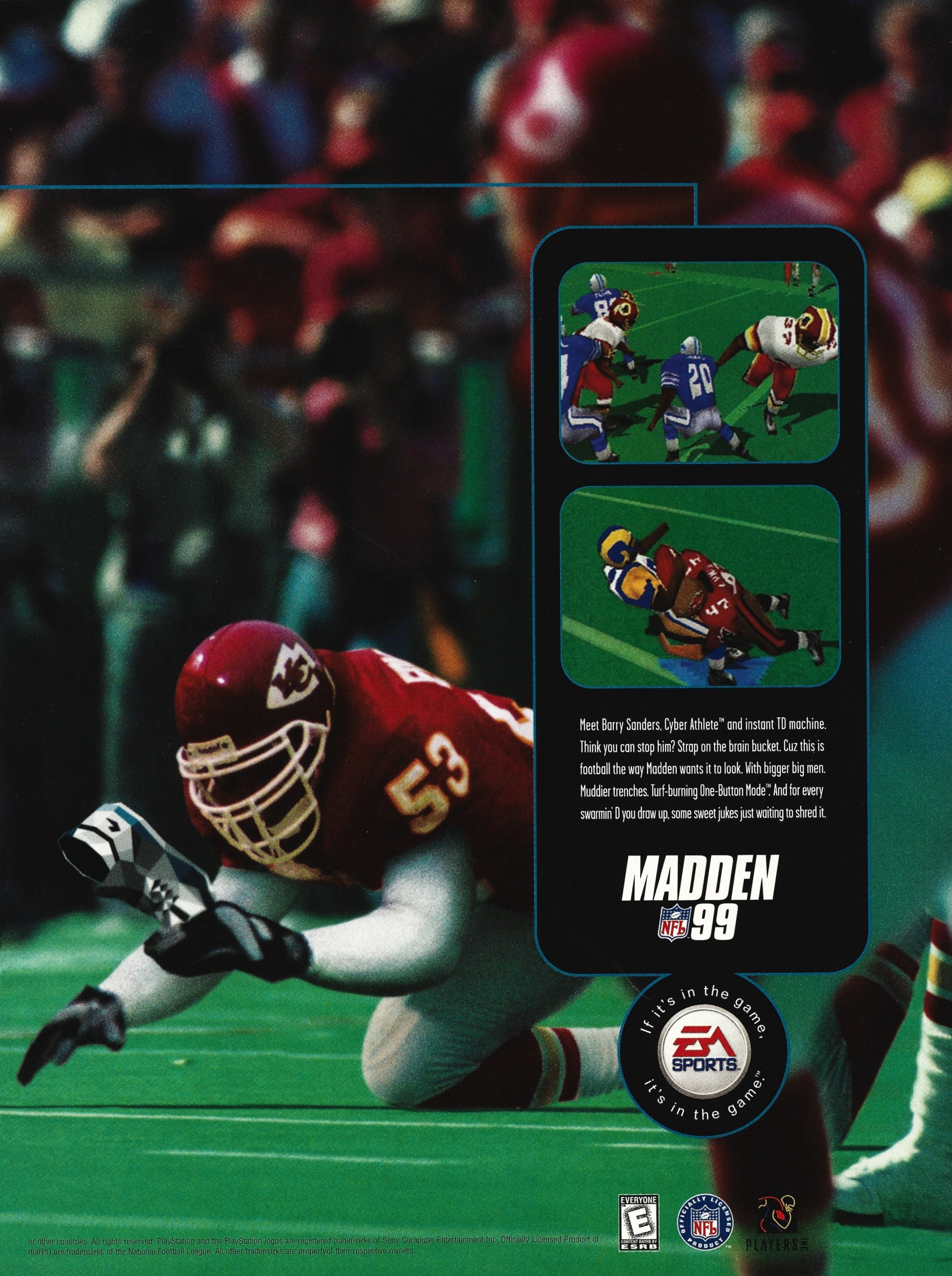
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MADDEN
NFL 99

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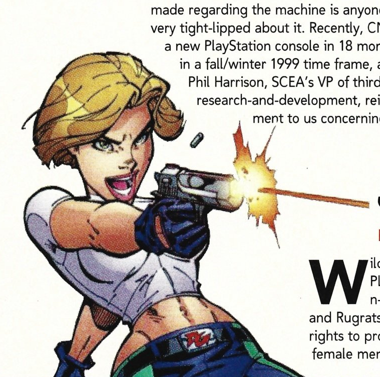
PlayStation "Next" Picks Up Steam

More details emerge regarding the PlayStation's successor

As new technology looms on the horizon, PlayStation fans are looking to see exactly what's happening with PlayStation 2. As we reported last month, Sony is working on a new machine in Japan. Exactly when an official announcement will be made regarding the machine is anyone's guess—Sony is keeping very tight-lipped about it. Recently, CNN reported that we will see a new PlayStation console in 18 months' time, putting the release in a fall/winter 1999 time frame, at least for Japan.

Phil Harrison, SCEA's VP of third-party relations and research-and-development, reiterated Ken Kutaragi's sentiment to us concerning the development of new computer graphics technologies. Harrison said, "As computer performance increases there are many new and exciting graphics technologies that can be used. Our goal is to make the concept of computer graphics disappear—to the extent that the user has no notion that what they are interacting with was generated by a computer. That's the next immersive boundary that we will cross in the future."

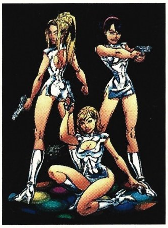
Current rumors suggest that PlayStation 2 will utilize Sony's MiniDisc and/or DVD as a primary game delivery source. For the latest on PlayStation 2 (or PlayStation Next, or whatever it will be called), keep your eyes on *OPM* and Videogames.com.



Sweet But Deadly

n-Space brings the women of Danger Girl to the PS

Wildstorm/Cliffhanger Comics' *Danger Girl* will be coming to a PlayStation screen near you for Christmas 1999. Florida-based n-Space (developers of such titles as Duke Nukem: A Time to Kill and Rugrats) recently announced it had acquired the exclusive interactive rights to produce games based on the series. The comic book follows the female members of an elite spy agency who do battle with the likes of terrorists and other villains.



HE LOOKS LIKE A CREEP TO ME, KID DYNAMO. BZZT!
MAYBE YOU SHOULD INVESTIGATE. GZZT!
THAT'S WHY WE'RE SUCH AN EFFECTIVE DUO, GIGGLES. WE'RE ON THE SAME LEVEL. TOGETHER, NOTHING SLIPS BY US.

The company is working closely with creators J. Scott Campbell and Andy Hartnell to keep the game as close as possible to the development of the comic.

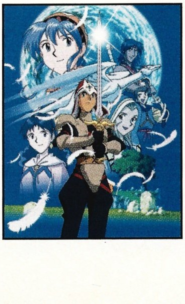
It's rare for n-Space, a developer, to own the rights to a license before a game is produced. n-Space has yet to find a publisher for the title. In other *Danger Girl* news, New Line has optioned the film rights to the comic. So you might see *Danger Girl* on the big screen, too.

Game Bytes

- Space Invaders is coming back! Activision recently announced that it has struck a deal with Taito to bring an update of this classic shooter to the PlayStation, in addition to Asteroids.
- Eidos Interactive has picked up the U.S. publishing rights to Crystal Dynamics' action/strategy game, The Unholy War. It's expected for the PlayStation this fall.
- Crystal Dynamics recently signed an agreement with a licensing firm to produce goods based on its Gex and Legacy of Kain: Soul Reaver titles. So soon you'll see Gex and Kain action figures! Woo-hoo!

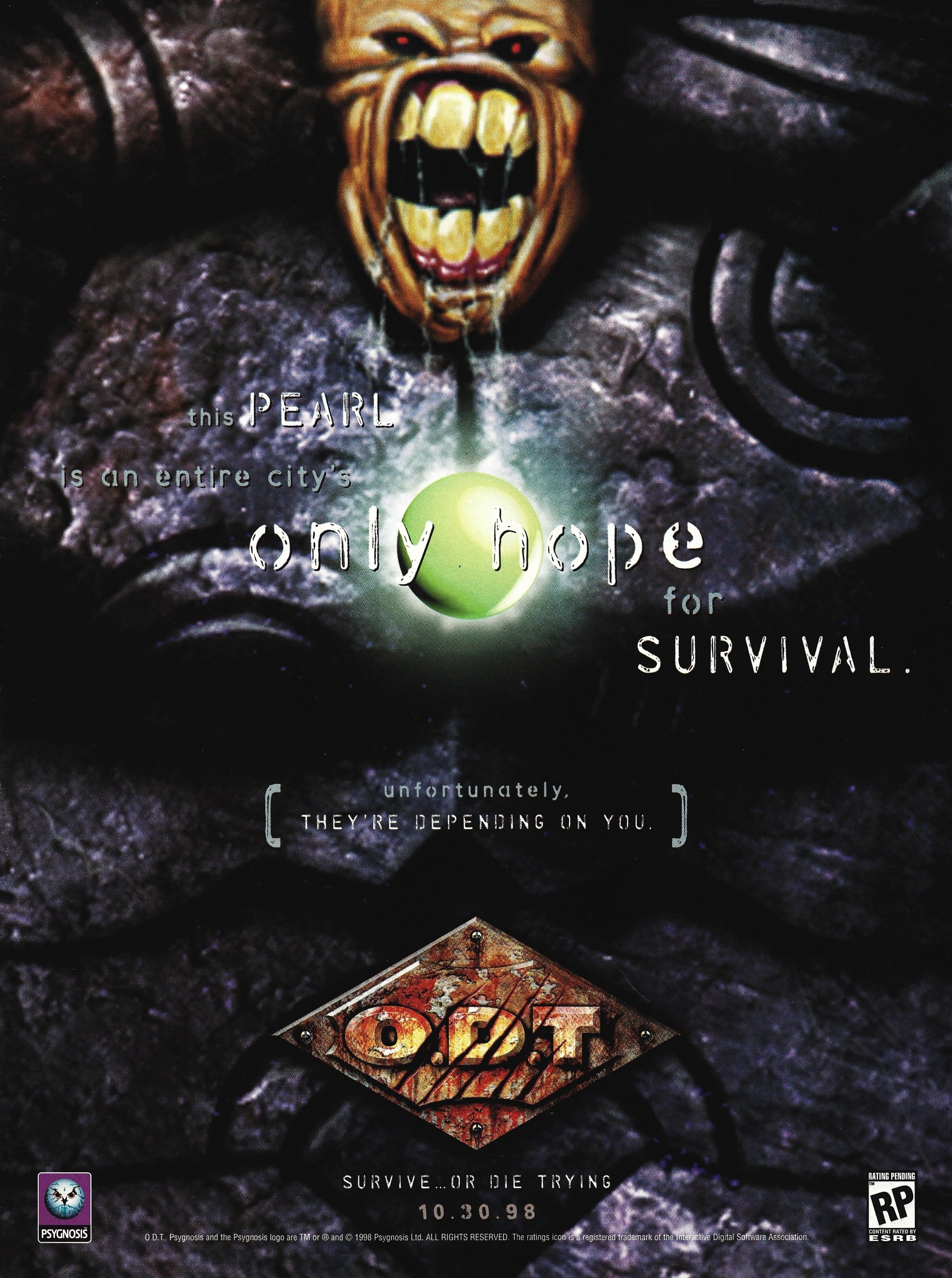
Lunar Gets Special Treatment

Working Designs is giving fans a reason to go out and buy Game Arts' remake of its classic Sega CD RPG, Lunar The Silver Star when it's released later this year. The company has a long history of making little "extras" for its games, usually in the form of lapel pins, mouse pads, posters, T-shirts and the like in addition to some of the best packaging seen on any system.



This time, the company is planning something extra special for Lunar. When the game is released, it will come packaged in a special cardboard "shell" box, decorated with art from the game. Inside you'll find the two-CD game, a soundtrack CD with arranged tunes, a "making-of" CD with movies of the developers, etc., a cloth map and a hardbound art book/instruction manual (that includes 20 percent of the official hint book).

This is the standard version of Lunar, not a special package, and will be priced at $69.99. Very affordable considering the amount of goodies you get.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for
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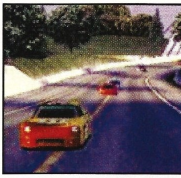
News-International

A monthly wrap-up of news happening abroad

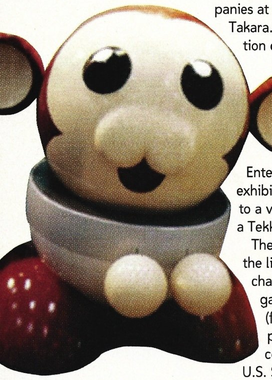
For up-to-the-minute gaming news, check out videogames.com

Namco Unveils New Ridge Racer



Just moments before we went to press, Namco unveiled the first screens and info on their newest Ridge Racer sequel, "R4: Ridge Racer Type 4." Not much is known about the game yet, but it will feature at least eight courses, and over 300 (yes, 300) different cars to choose from (counting the various color schemes). No confirmation yet on whether or not it will feature 2P support (via either link cable or split-screen). R4 is due to hit Japan this December.

The Show That's Got Character

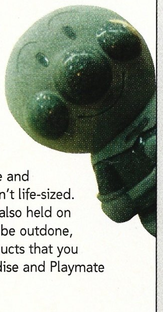


Promoting characters is big business in Japan, and having a hit character or franchise can mean millions in licensed products. The Tokyo Character Show, dedicated just to licensed character goods, was recently held in Japan, with 57 companies showing more than 800 products. For the video game fan, there were several must-see companies at the show including Capcom, Konami, Namco, SNK, Square and Takara. Thousands of *otakus* (die-hard fans) gathered at the convention center to spend their hard-earned cash.

Most of the products for sale at the show were shirts, telephone cards, figurines and stuffed animals—but most products will never be sold outside of Japan. Even Square has prepared an early attack on your wallet. It has FFVIII shirts and Zippo-style lighters.

Namco will soon open its own shop called Entertainment Goods Store in Japan. To promote the store, Namco exhibited a variety of products, ranging from a Nina (Tekken) figurine to a variety of shirts and key chains to Pac-Man Paddle Ball and even a Tekken drink and chop sticks.

The weirdest product at the show had to be the life-sized figurines from Paper Moon.The characters are from popular anime and video games such as Rei Ayanami and Aska (from Evangelion). Those figurines will be produced by special order only and will cost from 300,000 to 500,000 yen (about U.S. $2,100-3,500).



If you have a large garden in your house you consider buying Character Stones from Takao Concrete. They have a carved-from-stone Mickey, Minnie and Anpanpan (huge popular anime character for kids). Unfortunately these aren't life-sized.

Aside from the many elaborate marketing schemes, several events were also held on the floor. Kadokawa held a Monster Collection card game tournament. Not be outdone, Bandai had a meet-the-celebrity event in its booth. There were several products that you may be familiar with on the show floor—Star Wars, WWF, Gumby merchandise and Playmate trading cards, among others.

Square Finds New Mascot

Chocobos are taking over Square, at least for four new titles being developed starring the little yellow bird-camels. Two of the titles are Chocobo's Mysterious Dungeon 2 (December release) and Chocobo Racing (spring 1999 release). Square's Hironobu Sakaguchi says that Square wants the Chocobo character to become a corporate mascot and it wants to establish Chocobo games as a Square brand that lends its marketing might to games over a broad spectrum of genres and audiences.

The other two titles are still in the planning stages and are unknown at this time.

Top 10

Special thanks to the many readers who have responded to Import Game Request! Check out our International Previews and tell us what you want!

Readers' Import Request

1. **Neon Genesis Evangelion: Girlfriend of Steel** Gainax - Simulation
2. **Final Fantasy V** Square - RPG
3. **Final Fantasy IV** Square - RPG
4. **Slayers Royal** Gainax - Simulation
5. **Dragon Ball Z Legends** Bandai - Fighting
6. **Dragon Ball Z Ultimate Battle 22** Bandai - Fighting
7. **Debut 21** NEC - Simulation
8. **Stolen Song** SCEI - Misc.
9. **Baby Universe: 3D Kaleidoscope** SCEI - Simulation
10. **RPG Maker** ASCII - RPG

Japan's Top 10-Selling PlayStation Games

August sales rankings courtesy of *The PlayStation Magazine Weekly*, SOFTBANK:

1. **Art Truck Battle** Human - Racing
2. **XI (sai)** SCEI - Puzzle
3. **Jikkyo Winning Eleven World Cup France 98** Konami - Racing
4. **Double Cast** SCEI - Simulation
   Art Truck Battle Human - Racing
5. **Combination Pro Soccer - J League** Accela - Sports
6. **Diablo** EA - Adventure
7. **PaRappa Rappa** (The Best) SME - Misc.
8. **FIFA: Road to the World Cup** EA - Sports
9. **IQ** (The Best) SCEA - Puzzle
10. **b.l.u.e. Legend of Water** Hudson - Adventure

U.K.'s Top 10-Selling PlayStation Games

August sales rankings courtesy of Chart Track, ©ELSPA 1998:

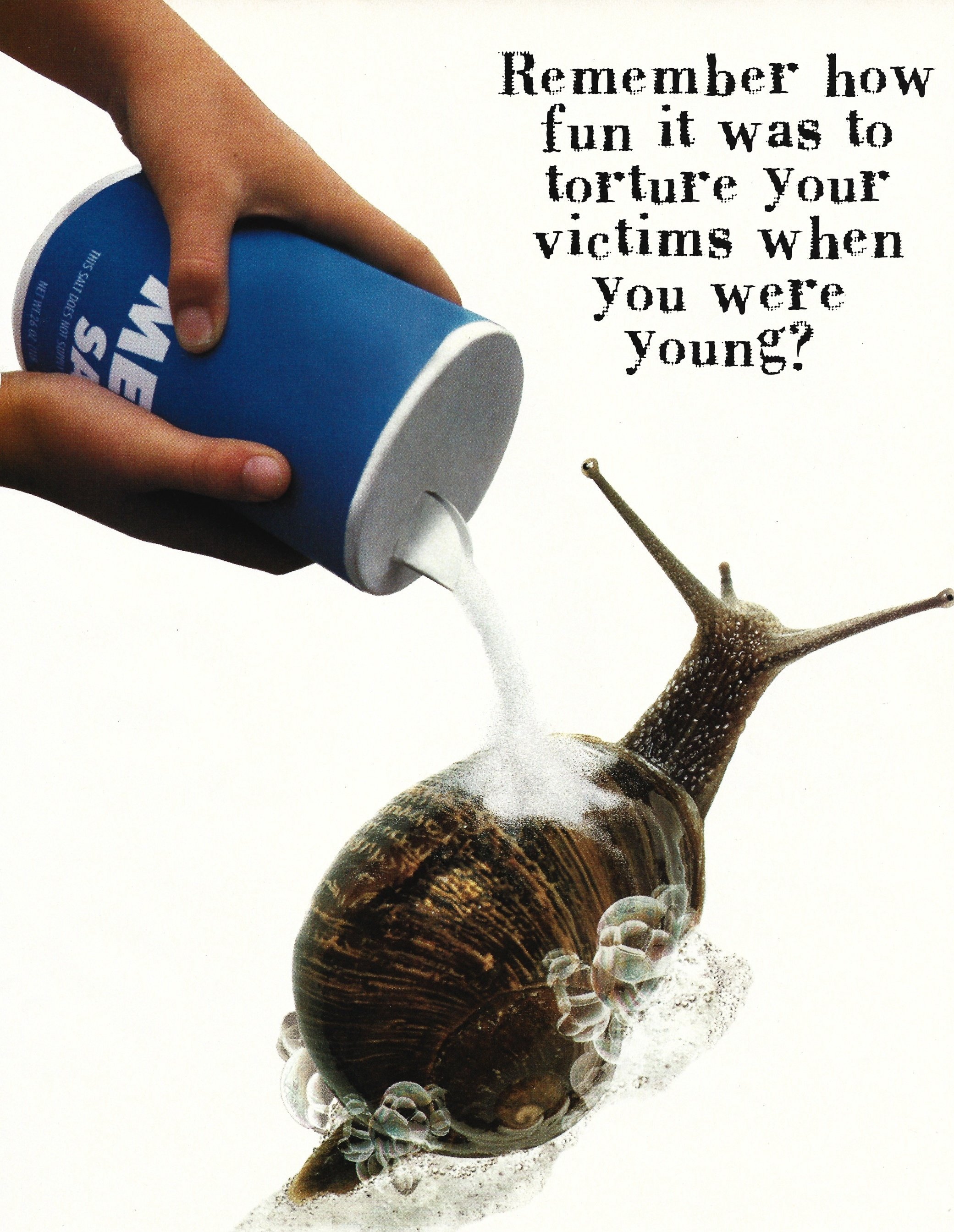
1. **World Cup 98** EA Sports - Sports
2. **Gran Turismo** SCEE - Racing
3. **Spice World** Virgin - Action
4. **Resident Evil 2** Capcom - Action
5. **Tomb Raider** (Platinum) Eidos - Action
6. **Tekken 2** (Platinum) Namco - Fighting
7. **Crash Bandicoot** (Platinum) SCEE - Action
8. **Die Hard Trilogy** (Platinum) EA - Action
9. **Three Lions** Take 2 -Sports
10. **FIA Formula 1** (Platinum) Psygnosis - Racing

(Note: Platinum is the U.K. equivalent of Greatest Hits domestically.)

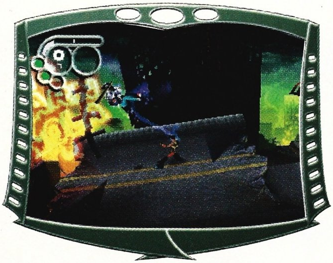
Import Game Request Winners

September Winner
Dan Freeland
Waterloo, Iowa

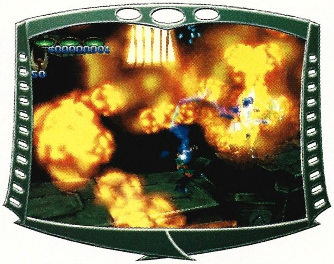
Vote for your most-wanted PlayStation import games and you can have a chance to win a free video from Manga Entertainment (see p.120 for contest rules). Send your requests via e-mail, snail mail, fax or online to the addresses listed in the Letters section. **Do it now!**


Remember how fun it was to torture your victims when you were young?
ME
SA
THIS SALT DOES NOT SUPP
NET WT.26 OZ (1LB

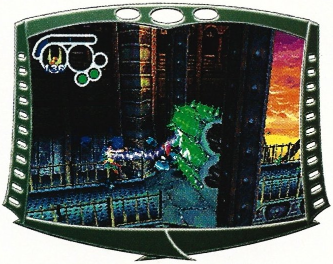
SOME things never



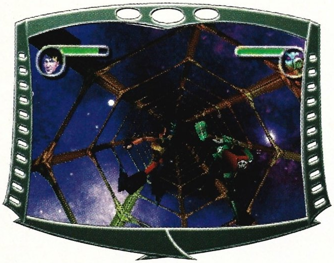
POUND your enemies to Mush!



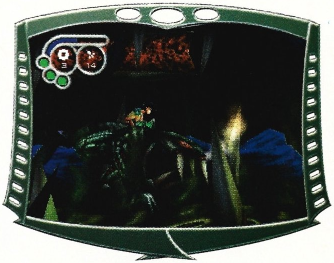
FRY him 'til he's CRISP!



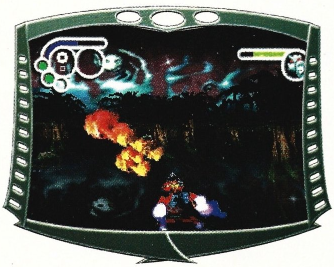
GRIND villains to Pieces!



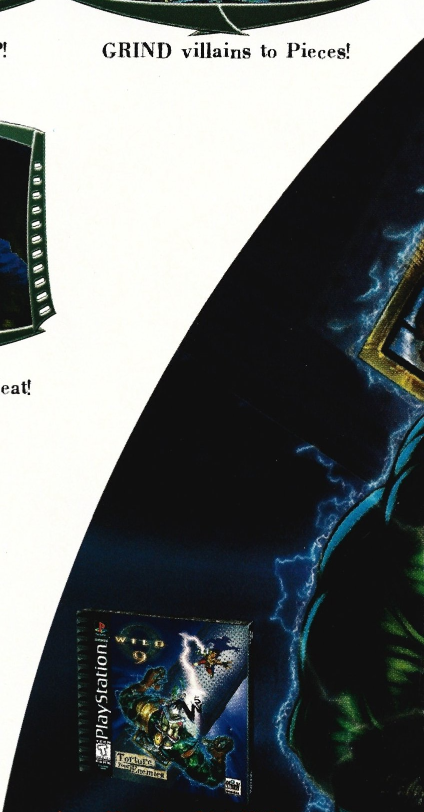
SMASH 'em while Freefalling!



FEED the beast some Meat!



MOW 'em down on your Jetbike!



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www.shiny.com

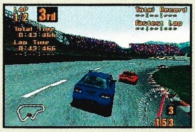
Top 20

The best-selling U.S. PlayStation titles as reported by the nation's top retailers.

1 Gran Turismo

●●●●●

Publisher: SCEA
Last Month: 2
Genre: Racing
Release Date: May 1998

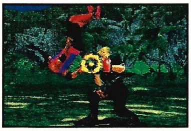


Well, after one month on the charts, it looks like Gran Turismo and Tekken 3 did the old flip-flop, allowing Turismo to dominate the charts in the number-one spot. Now, will this top-notch racing game be able to hang on to this position?

2 Tekken 3

●●●●●

Publisher: Namco
Last Month: 1
Genre: Fighting
Release Date: May 1998

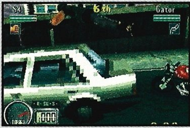


Ouch! What an upset! After a mere one month at the top of the heap, Tekken 3 is knocked down to the number-two spot by that young, upstart racing game, Gran Turismo. Still, it's the best 3D fighter on the market, so you still can't go wrong.

3 Road Rash 3D

●●●○○

Publisher: Electronic Arts
Last Month: —
Genre: Racing
Release Date: June 1998



It's really no surprise that Road Rash 3D makes its debut near the top of the charts. After all, people have been feeling the Rash since the days of the Genesis. With this new, 3D version, folks are lining up to feel the pain one more time.

4 Mortal Kombat 4

●●●◐○

Publisher: Midway
Last Month: —
Genre: Fighting
Release Date: June 1998

WINS: 0
RAIDEN
PUSH START
SCORPION

OK, so there's been about a million Mortal Kombat games, but part four marks the series' entry into the realm of 3D. Add to that a slew of new characters and a fresh helping of gore, and you've got a game that people want to play.

5 Vigilante 8

●●●●○

Publisher: Activision
Last Month: —
Genre: Action
Release Date: June 1998

What is the deal with driving games this month? Three of the top five games involve racing around in some sort of motor vehicle. Vigilante 8 has that, plus a ton of crazy weapons. Is this some sort of frustrated driver thing?

6 Jeremy McGrath Supercross 98

●●●○○

Publisher: Acclaim
Last Month: —
Genre: Racing
Release Date: June 1998

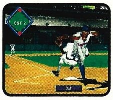
Keeping with our theme of racing, comes Jeremy McGrath Supercross 98. One of the biggest names in supercross delivers a sim-heavy racing experience, even allowing players to design their own tracks.

7 MLB 99

●●●●○

Publisher: SCEA
Last Month: 5
Genre: Sports
Release Date: April 1998

After a brief spike in its ratings last month, MLB 99 is roughly back to where it was two months ago. What caused that sudden jump? Aliens? Government conspiracy? We may never know.



8 Need For Speed III: Hot Pursuit

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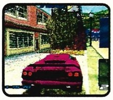


Publisher: Electronic Arts
Last Month: 3
Genre: Racing
Release Date: March 1998

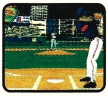
Need For Speed III, we hardly knew ye. This great game was riding high last month, but was knocked right out of the top five. It's probably due to the massive competition in the racing genre.

9 Triple Play 99

●●◐○○

Publisher: Electronic Arts
Last Month: 4
Genre: Sports
Release Date: Mar. 1998

Triple Play 99 has taken the big plunge. Heck, it even dropped down lower than MLB 99. Maybe gamers finally figured out that baseball with a choppy frame-rate just isn't that fun.



10 Tomb Raider

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Publisher: Eidos
Last Month: 6
Genre: Adventure
Release Date: Nov. 1996

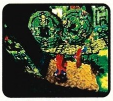
One thing is for sure in this crazy business: Lara Croft is going to be popular for a long, long time. Folks are still snagging her first adventure and anxiously awaiting Tomb Raider III.

11 Crash Bandicoot

●●●○○

Publisher: SCEA
Last Month: 9
Genre: Action
Release Date: Sept. 1996

That frisky little bandicoot is still just as popular as ever. He'd better watch out, though. There's a new action hero by the name of Spyro coming soon to try to steal some of Crash's thunder.



12 Resident Evil 2

●●●●●

Publisher: Capcom
Last Month: 8
Genre: Action
Release Date: Jan. 1998

What better way to celebrate Halloween than by turning off the lights and playing Capcom's spook-tacular fright-fest, Resident Evil 2? It's zombie-blasting fun for the entire family!

Source: NPD TRSTS Video Games, June, 1998. Call them at (516) 625-2345 for questions regarding this list. Note: No games for competing console systems (e.g. N64, Sega Saturn, etc.) were included. Overall sales figures may vary. Game descriptions are written by the *OPM* staff.

Send your votes for the Readers' 10 Most Wanted games to: *Official PlayStation Magazine* Attn: Readers' 10 Most Wanted, 1920 Highland Ave., Lombard, IL 60148 or e-mail us at: dan_peluso@zd.com or visit the *OPM* section on videogames.com

13 Breath of Fire III

●●●◐○

Publisher: Capcom
Last Month: 7
Genre: RPG
Release Date: May 1998

Someone had better get some new RPGs out soon. The only one on this list is slipping. Plenty of people out there are starving for a good RPG, and have already finished Breath of Fire III. We want more!

14 Twisted Metal

●●●○○

Publisher: SCEA
Last Month: 11
Genre: Action
Release Date: Nov. 1995

Number-five ranked Vigilante 8 may have been inspired by Twisted Metal, but the original proves that it still has the stuff it needs to rank in the top 20. The new, low price probably helped too.

15 WCW Nitro

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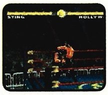

Publisher: THQ
Last Month: 10
Genre: Sports
Release Date: Nov. 1997

Wrestling is still as popular as it ever was. WCW Nitro, however, is slipping in the ratings. With WWF War Zone out, how much longer will this one be around? Can the WCW organization rise again?

16 Tetris Plus

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Publisher: Jaleco
Last Month: 12
Genre: Puzzle
Release Date: Oct. 1996

How can you not like Tetris? This game is about as addictive as they come. Still, it drops down four spots this month. People must be getting tired of thinking while they play games.

SELECT MODE

17 X-Men vs. Street Fighter

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Publisher: Capcom
Last Month: —
Genre: Fighting
Release Date: June 1998

While this is definitely not an arcade perfect port, X-Men vs. Street Fighter has managed to sneak its way into the top 20. This one would have ranked a lot higher had it been more like the arcade version.

18 World Cup 98

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Publisher: Electronic Arts
Last Month: —
Genre: Sports
Release Date: June 1998

If there's one thing that Electronic Arts does right, it's make sports games. If you enjoy a good game of football (or as we Americans call it, "soccer"), you might want to give World Cup 98 a try.

19 2Xtreme

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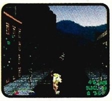

Publisher: SCEA
Last Month: 19
Genre: Racing
Release Date: Nov. 1996

2Xtreme knows the score. It knows where it stands. Sure, it was number 19 last month, and it's number 19 this month. It likes it here, and it sees no reason to move. Now leave it alone.

20 NASCAR 98

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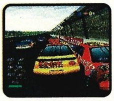
Publisher: Electronic Arts
Last Month: 15
Genre: Racing
Release Date: Sept. 1997

Another racing game?! We have one starting up the list, and now there's one finishing it off. There's only one way to top racing games on this list, and that's if someone put TWO racing games on one disc...



namco Presents

Top 10 Most Wanted

As compiled by our attractive, intelligent readers

1. **Metal Gear Solid** If you need to see just how good this one is, check our Demo Disc out. It's a killer.
2. **Parasite Eve** Square EA's stunning—and exceptionally gory—cinematic RPG is at the top of plenty of lists...
3. **Final Fantasy VIII** Lots of information is seeping out of Square on this one. Check out our big two-page update!
4. **Tomb Raider III** Listen. We know you really are anticipating this game, and we're gonna give you what you want next month.
5. **Tomorrow Never Dies** If tomorrow were to die, it would be called armageddon. Look into it.
6. **Silent Hill** There's nothing like naked zombie babies to make a game worthwhile. Just ask Ally McBeal.
7. **Twisted Metal 3** This one keeps mysteriously pushing back every time we think we'll get something playable on it.
8. **Duke Nukem: Time to Kill** Duke's getting ready to kick ass and chew bubblegum, and he's all out of gum...
9. **Resident Evil III** There's only so many zombies you can kill, right? Alright, perhaps not. No word from Capcom on this one.
10. **Xenogears** It's fairly obvious that just about everyone likes Square's RPGs, and we don't blame them. Xenogears looks great!

* Congratulations to our October Top 10 winner: Kaez Handa *

Kaez Handa's Top 5

Our monthly contest winner's top-five picks

1. **Metal Gear Solid** You're in luck, Kaez, we made this month's disc just for you! Well, not *just* for you, but you know what we mean...
2. **Silent Hill** If you dug Resident Evil, you'll flip over Silent Hill; it's even spookier than you can imagine!
3. **Alien Vs. Predator** The revamped Jaguar classic is on the way, but Fox wants to release Alien Resurrection first.
4. **Parasite Eve** As if this game itself weren't good enough, you'll also be able to see a video preview of Final Fantasy VIII!
5. **NHL 98** OK, it may be one hell of a hockey game, but you do know this one's out already, don't you?

Editors' Top 5

What we've been playing instead of working

1. **NFL Blitz '99** NFL Blitz has finally arrived on the PlayStation, and Blitz '99 has just arrived in the offices! Work will never get done!
2. **NFL Blitz** Believe it or not, the PlayStation version is every bit as much of a blast as the arcade! Believe us, we've got 'em both!
3. **Kula World** Ow, my head! Which way is "up," again? This mind-bending puzzler from Psygnosis will keep your head a-rollin'!
4. **Devil Dice** No, dear God, not two addictive puzzle games in one month! Work? What's that?
5. **G. Darius** It's shooting fish in a barrel, only without the barrel. And kids love shooting fish!

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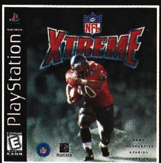
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NFL Xtreme.™ A high-scoring, 5-on-5, in-your-face, gridiron war. There's no rules, no penalties and no boundaries. It's a helmet-popping, trash-talking, late-hitting free-for-all. Enjoy.

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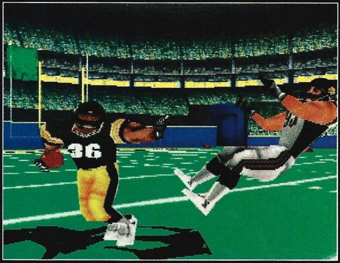

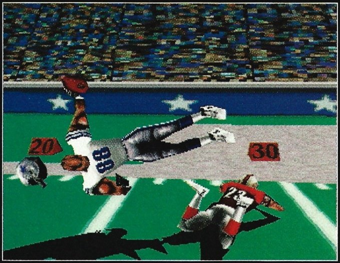

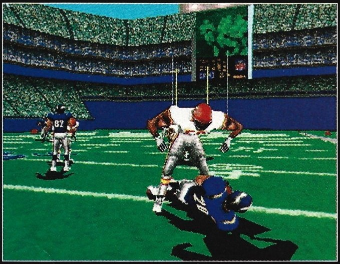

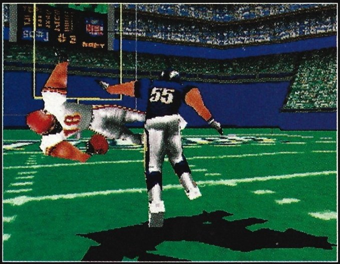

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Coming Soon

Compiled by John Stockhausen as verified by Johnny Masthead

October

Activision Classics	Activision	Compilation
Armored Core: Project Phantasma	ASCII	Action
Assault	Midway	Action
Battleship	Hasbro Interactive	Miscellaneous
Bomberman World	Atlus	Action
Caesar's Palace 2	Interplay	Miscellaneous
Cool Boarders 3	989 Studios	Sports
Dead in the Water	ASC Games	Action
Dragon Seeds	Jaleco	Strategy
F-1 Racing Simulation	Ubi Soft	Racing
Formula 1 98	Psygnosis	Racing
Game of Life	Hasbro Interactive	Miscellaneous
Global Domination	Psygnosis	Strategy
HardBall 99	Accolade	Sports
Jeopardy!	Hasbro Interactive	Miscellaneous
Kagero: Deception II	Tecmo	Strategy
Knockout Kings	Electronic Arts	Sports
MediEvil	SCEA	Adventure
Metal Gear Solid	Konami	Adventure
Motorhead	Fox Interactive	Racing
NBA Tonight	Radical Entertainment	Sports
NCAA Gamebreaker 99	989 Studios	Sports
NHL 99	Electronic Arts	Sports
NHL FaceOff 99	989 Studios	Sports
Ninja	Eidos	Action
O.D.T.	Psygnosis	Action
Pool Hustler	Activision	Sports
Rival Schools	Capcom	Fighting
Rogue Trip	GT Interactive	Action
Running Wild	989 Studios	Racing
Small Soldiers	Electronic Arts	Action
Team Losi RC Racing	Fox Interactive	Racing
Tenchu	Activision	Action
Test Drive 5	Accolade	Racing
Thrill Kill	Virgin	Fighting
Wheel of Fortune	Hasbro Interactive	Miscellaneous
X Games Pro Boarder	Radical Entertainment	Sports

November

Akuji the Heartless	Crystal Dynamics	Adventure
Apocalypse	Activision	Action
Army Men 3D	3D0	Action
Asteroids	Activision	Action
Backstreet Billiards	ASCII	Sports
Beavis & Butt-head Do Hollywood	GT Interactive	Action
Big Air Snowboarding	Accolade	Sports
Big Race USA	Empire Interactive	Racing
Black Bass with Blue Marlin	Hot B	Sports
Brave Fencer Musashi	Square EA	RPG
Brigandine	Atlus	RPG
Bushido Blade 2	Square EA	Fighting
Bust A Groove	989 Studios	Strategy
Capcom Gen SF 2 Collection	Capcom	Fighting
Centipede	Hasbro Interactive	Action
Colony Wars: Vengeance	Psygnosis	Action
Crash Bandicoot: WARPED	SCEA	Action
DarkStalkers 3	Capcom	Fighting
Diabolical Adventures of Tobu	989 Studios	Adventure
Disney's A Bug's Life	SCEA	Adventure
Earthworm Jim 3	Interplay	Action

November (cont.)

G Shock	Konami	Action
Gary Player Golf	Empire Interactive	Sports
Kensai - Sacred Fist	Konami	Fighting
Lemmings	Psygnosis	Puzzle
Lunar: Silver Star Story Complete	Working Designs	RPG
Messiah	Interplay	Action
Monkey Hero	Take 2	Adventure
National Hockey Night	Radical Entertainment	Sports
NBA Live 99	Electronic Arts	Sports
OddWorld: Abe's Exoddus	GT Interactive	Strategy
Pro 18 World Tour Golf	Psygnosis	Sports
Professional Sports Car Racing	Virgin	Racing
Psybadek	Psygnosis	Action
Rally Cross 2	989 Studios	Racing
Rat Attack	Mindscape	Action
RC Stunt Copter	Midway	Action
Rugrats	THQ	Action
Streak	GT Interactive	Action
Superman	Titus	Action
Syphon Filter	989 Studios	Adventure
T'ai Fu	Activision	Action
Animaniacs Ten Pin Alley 2	ASC Games	Sports
Test Drive: Off Road 2	Accolade	Racing
Tiny Tank: Up Your Arsenal	MGM Interactive	Action
Tomb Raider III	Eidos	Adventure
Twisted Metal 3	989 Studios	Action
Uprising X	3D0	Action
VR Football 99	Interplay	Sports
Xenogears	Square EA	RPG
You Don't Know Jack!	Berkley Systems	Miscellaneous

December

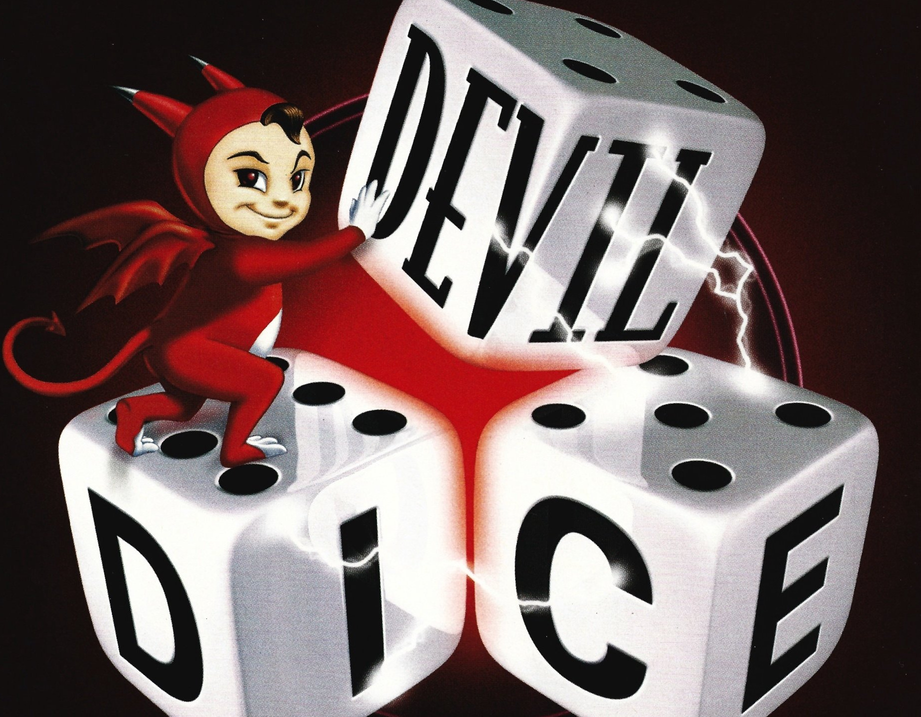
Contract	Psygnosis	Action
FIFA 99	Electronic Arts	Sports
Invasion From Beyond	GT Interactive	Action
Poy Poy 2	Konami	Puzzle
Quake II	Activision	Action
Silhouette Mirage	Working Designs	Action
Star Trek: Klingon Academy	Interplay	Action
Tiger Woods 99	Electronic Arts	Sports
WCW Nitro	THQ	Sports

Future Releases

Age of Empires	Psygnosis	Strategy
Alien Bounty Hunter	Electronic Arts	Action
Alien Resurrection	Fox Interactive	Action
Aliens vs. Predator	Fox Interactive	Action
Clock Tower II: The Struggle Within	ASCII	Adventure
CROC 2	Fox Interactive	Action
Dungeon Keeper 2	Electronic Arts	Strategy
Final Fantasy VIII	Square EA	RPG
Gex 3	Crystal Dynamics	Action
High Heat Baseball	3DO	Sports
Indiana Jones & the Infernal Machine	LucasArts	Adventure
Jackie Chan's Stunt Master	Midway	Action
Jeff Gordon Racing	ASC Games	Racing
Legacy of Kain: Soul Reaver	Crystal Dynamics	Adventure
Looney Tunes Bugs Bunny	Infogrames	Action
Macross VFX 2	Bandai	Action
Monster Rancher 2	Tecmo	Strategy
Nectaris: Military Madness	Jaleco	Strategy
Pac-Man 3D	Namco	Action
Rayman 2	Ubi Soft	Action
Shadow Madness	Crave Entertainment	RPG
Silent Hill	Konami	Adventure
South Park	Acclaim	Action
StarCon	Accolade	Action
Star Goal	MGM Interactive	Action
Tarzan	SCEA	Action
Tomorrow Never Dies	MGM Interactive	Action
VR Hockey	VR Sports/Interplay	Sports
X-Men	Activision	Fighting
X-Files Game	Fox Interactive	Adventure
Xena	Universal Interactive	Action

All release dates are tentative and subject to change. More information on all future releases will be given as it becomes available.

DEVILISHLY ADDICTIVE



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-GameFan

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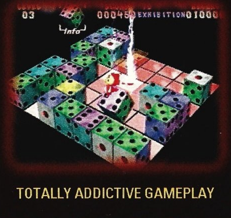
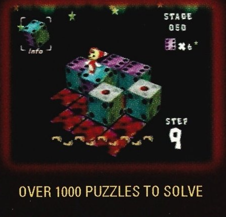
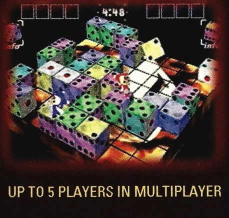


TOTALLY ADDICTIVE GAMEPLAY



OVER 1000 PUZZLES TO SOLVE



UP TO 5 PLAYERS IN MULTIPLAYER

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Meet Charles Woodson, Cyber Athlete™ and 3-way TD threat. Think you can knock his Wolverines off their championship throne? There's only one way to find out. Make it to the Tostitos Fiesta Bowl where #1 meets #2. It's a long, hard road. And it's littered with teams who run out of guts. Hope you're not running low.

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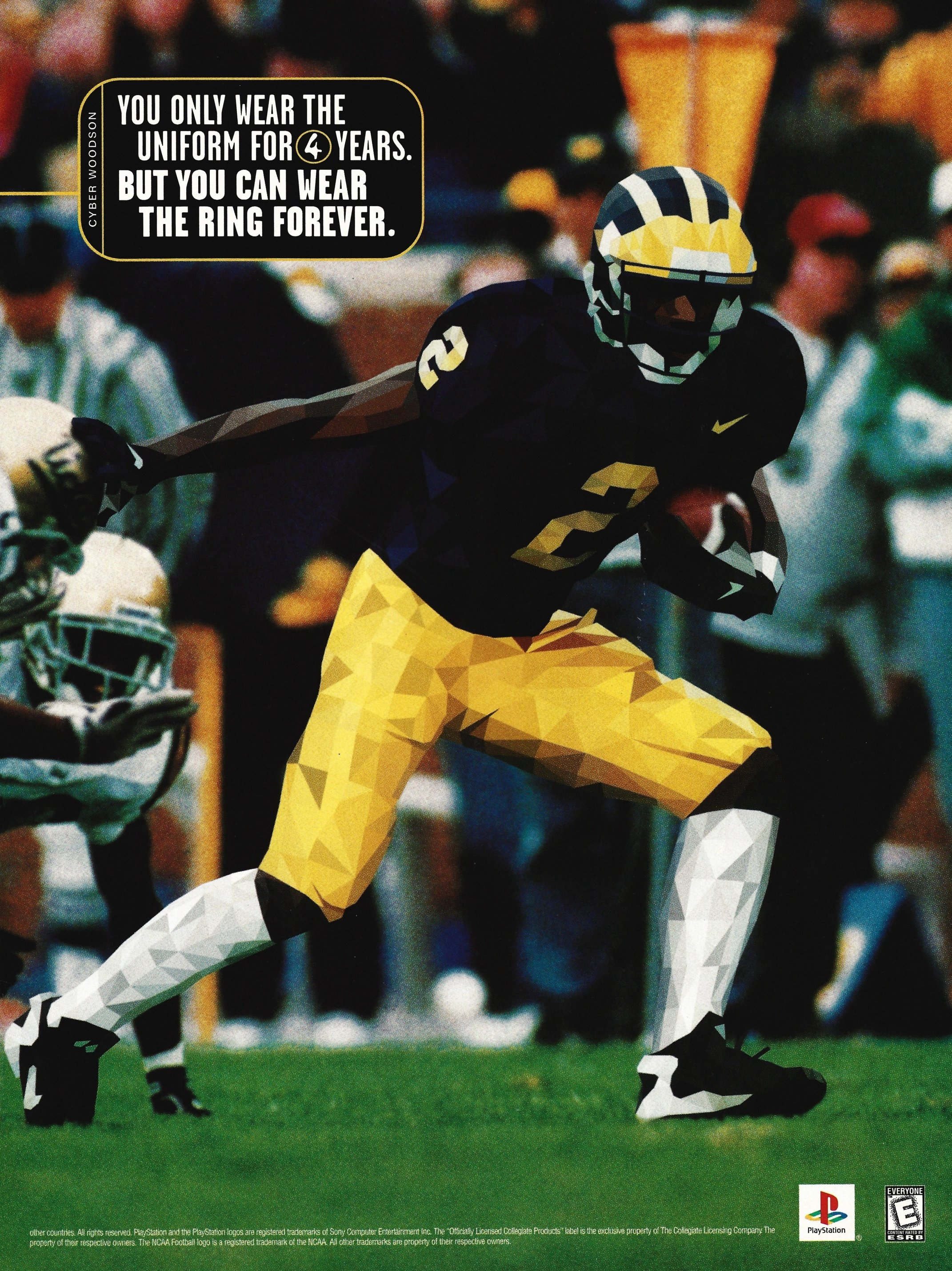
CYBER WOODSON
YOU ONLY WEAR THE UNIFORM FOR 4 YEARS.
BUT YOU CAN WEAR THE RING FOREVER.
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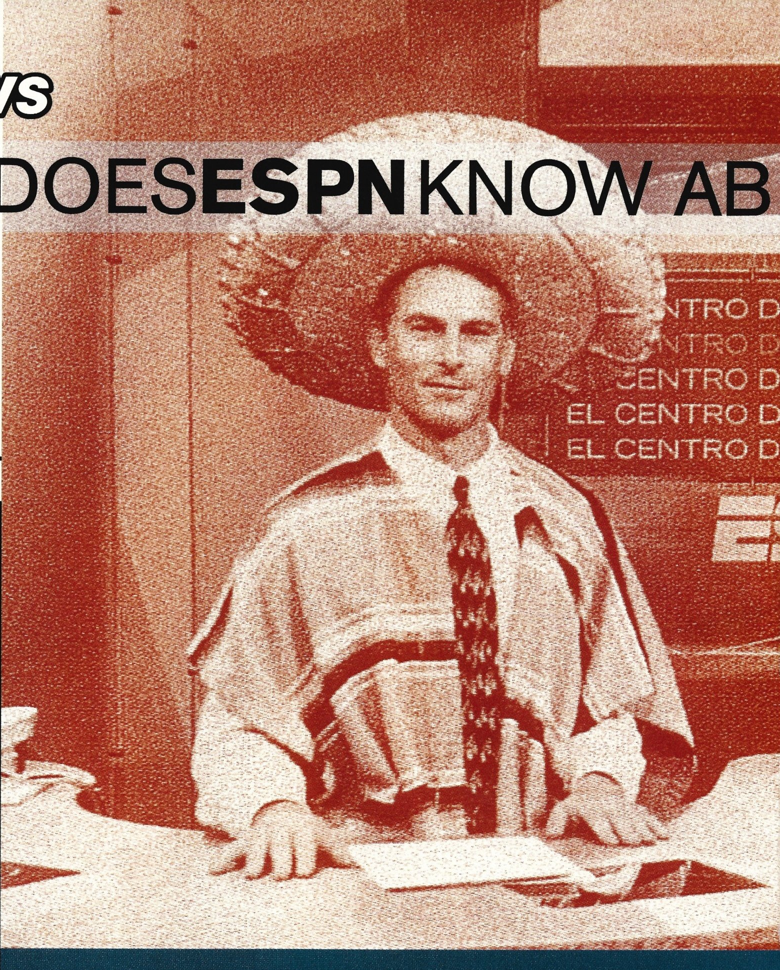
WHAT DOES ESPN KNOW AB



THE ODDS

ESPN reports the odds, so it's only fair that they get the same treatment. Just about every ESPN Digital Game will be named and modeled after a television show, so here is the odds on seeing your favorite show make it as a game on the PlayStation.

1:1 Baseball Tonight

There is no "killer" baseball game on the PlayStation, leaving plenty of room for a contender to step right in.

2:1 NFL PrimeTime

ESPN has to be dying to get their most recognized personality, Chris Berman, into a game, but is it worth taking on Madden and GameDay? Judging from what Tim Dunley had to say, the answer is yes. Expect it in the fall of next year.

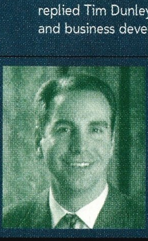
3:1 WNBA Basketball

ESPN2 shows plenty of the WNBA games, but it's more likely that it's not enough of a draw to warrant its own game. Look for this license to be integrated into their basketball game, if ever.

10:1 MLS Soccer

MLS Soccer isn't doing quite as well as they would like you to think. That's why you haven't seen a soccer game licensed with it. EA has put a stranglehold on recognized worldwide soccer

Cont. on page 46


Tim Dunley

"It's Bristol in a box!", replied Tim Dunley, vice president of marketing and business development at Radical Entertainment, when asked to summarize his company's ESPN-licensed games. Tim has plenty of reason to be excited since the Disney-owned, Bristol, Conn.-based sports giant has succeeded in nearly everything it has laid its golden hands on. Its all-star résumé consists of launching four different cable all-sports networks, building massive sports bars, and recently publishing a new sports magazine. But do all of these successful exploits mean that ESPN can make great video games too?

Without playing final versions of their games, we can't answer that question yet, but we can say that with the help of the sports game veterans at Radical Entertainment (NHL Powerplay) they'll have a fighting chance. After playing early versions of the games we can confidently say that ESPN's presence is already making its mark on the games' look, feel and presentation. In fact, this was a very important element in the design of all of the ESPN Digital Games from the very beginning, according to Dunley. "I think we're truly different in that we allow a gamer to play an ESPN broadcast, live in the world of ESPN. We can bring that whole world of ESPN into the game, and bring you in it as well." A tough task, indeed, given that the personality-driven, high-quality presentation ESPN is known for is rarely rivaled. It's a format that has made ESPN a culture among both professional athletes and armchair quarterbacks at home. One that

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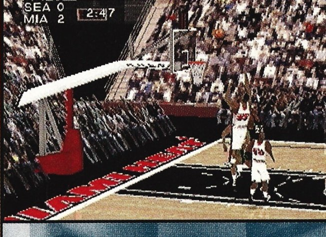
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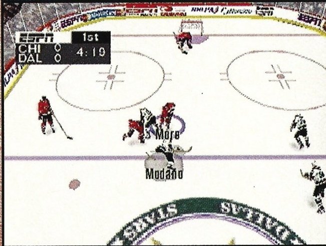
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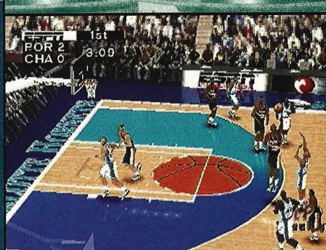
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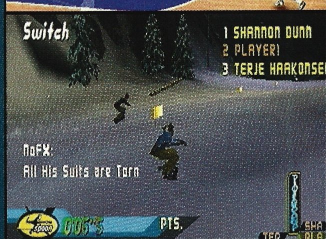
Switch
1 SHANNON DUNN
2 PLAYER1
3 TERJE HAAKONSE
NoFX:
All His Suits are Torn
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PTS.

takes a lot of research to duplicate on a video game, a situation that Dunley seems to know very well. "We worked with the ESPN production folks to make sure the product is dead-on with what the consumer's expectation of ESPN is. You can't just put the presentational style, the fonts or the talent in the game and have it automatically equal ESPN. You really have to make it be an ESPN broadcast by understanding an ESPN broadcast. What we did is send our development teams out into the trucks with ESPN broadcast crews, and it helped to understand what ESPN does to heighten the sense of drama. The camera angles, the match-ups, the commentary, the analysis tools." In the end, Dunley is certain that "Our games will live, breathe and bleed ESPN."

A good game plan, of course, but the competition in the video game market is just as intense as that in the television market. And in this industry, ESPN suddenly finds itself in a place where they actually have to battle their way into the marketplace instead of keeping competitors out of it. And that's in addition to also having to have great product. ESPN Digital Games isn't intimidated it appears, judging from Dunley's response to the challenge. "Consumers aren't super loyal to the games out there. We saw evidence of this with Madden and GameDay (on the PlayStation), and then Madden and Quarterback Club (on the N64). Proven franchises were dethroned. So, part of our strategy to do this is by building relationships with ESPN Digital Games customers. We will offer incentive over time and reward them over that time."

That's all well and good, but the best incentive for gamers to buy your product is just delivering a great sports game. And that being said, let's take an early look at ESPN's starting lineup.

THE ODDS (CONT.)

licenses, so it's still conceivable that ESPN might dip into the MLS, something their cable network has a vested interested in.

10:1 RPM2NIGHT

Racing games are incredibly popular on the PlayStation. If ESPN makes a racing game, it will be interesting to see which racing license they pursue.

79:1 CORY EVERSON'S GOTTA SWEAT

Featured prominently in the early ESPN2 morning lineup, Cory Everson's Gotta Sweat might have the spunk and usefulness that can really hit that covered PlayStation mainstream audience—especially the women. ESPN and Radical can't ignore that, can they?

80:1 STRONGMAN COMPETITION

A great game for men that just think Cory Everson's Gotta Sweat is too tame. This way, ESPN Digital Games can really corner the market in this genre just waiting to be tapped.

100:1 ESPNEWS

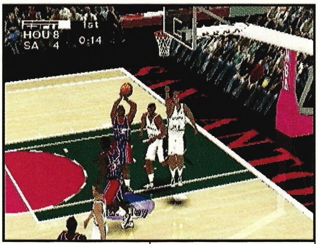
Here, you live the lives of small-time sportscasters honing their talent on one of cable's smallest news networks. The goal is to become good enough to land a gig on ESPN2, with ESPN's SportsCenter being the ultimate pot of gold. Gameplay includes developing catch-phrases, dealing with the boredom associated with living in Bristol, Conn., and dealing with depression when you're picked to cover drag racing.

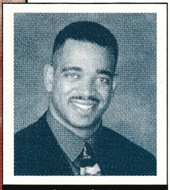
101:1 NFL DRAFT

If ESPN can do a show based on the NFL draft, they have the audacity to do a video game on it too.

NBA TONIGHT

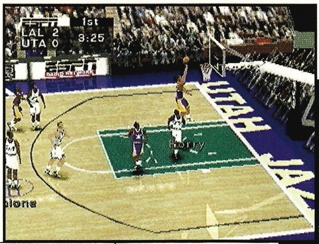
Theme **Sports**
# of Players **1-8**
% Complete **80%**
Availability **October**
Publisher **ESPN Digital Games**
Developer **Radical Entertainment**

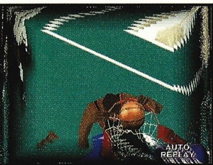


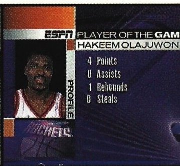

Stuart Scott

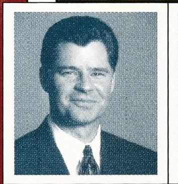
ESPN's highest-profile game, NBA Tonight, is also a risky one when you consider that the current NBA lockout has shown no signs of ending anytime soon. Perhaps hoops-hungry gamers will look for video games to satisfy their craving if the lockout continues. Either way, Radical Entertainment's attitude seems positive. In fact, even ESPN broadcaster Stuart Scott's in-game commentary mentions the NBA lockout in the past tense.

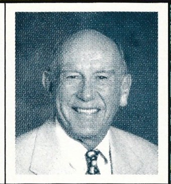
Joining Stuart in the broadcast booth to call the game is color-commentator Dr. Jack Ramsey, basketball genius and "the oldest guy in a video game!" according to Tim Dunley. The television-style presentation is further fleshed out by brief clips of SportsCenter with Dan Patrick and Kenny Mayne that provide a brief introduction of the game, oodles of ESPN-style statistics and "Did you Know?" information boxes. Suffice to say, it's a very sleek-looking package. But what about the gameplay?

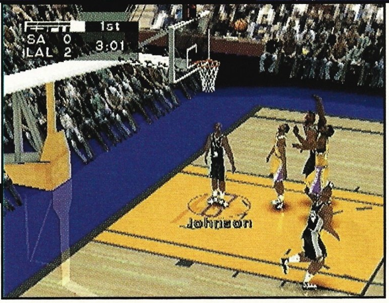




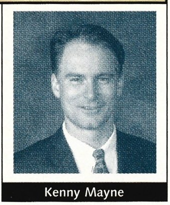

ESPN PLAYER OF THE GAM
HAKEEM OLAJUWON
4 Points
0 Assists
1 Rebounds
0 Steals


Dan Patrick


Dr. Jack Ramsey



As with most sports games, it's hard to tell exactly how good a game is until it's actually finished, but right now NBA Tonight definitely shows promise. The detailed 3D player models move smoothly and at a brisk frame-rate, allowing for the gameplay to move at an NBA-like pace. The dunks and lay-ups already implemented in the game look good, and there are some really snazzy replay cameras that automatically follow them up.


Kenny Mayne

NBA Tonight will have all of the requisite game features (play calling, different camera angles) and modes, in addition to a couple unique ones such as the Rivalry and Practice Modes. The Rivalry Mode pits adversarial teams in a charged atmosphere, while the Practice Mode lets you play with a handful of NBA stars on an asphalt playground surface. This mode is particularly good to practice and test one-on-one match-ups. Features like this give NBA Tonight personality, but inevitably it will be the gameplay that will determine whether or not this game is (as Stuart likes to say) "as cool as the other side of the pillow."

S.C.A.R.S

Hairdoo ala Turbo
Acute Retinal Burning (just an excuse to wear rad shades)
Lock-Jaw
Wears "standard issue" race gear 24 hours a day
Dislocated shoulder
Ubi Soft
ENTERTAINMENT
Blistered Raw Nub
S.C.A.R.S Elbow (Tendonitis)

01:22:88
6TH
1/4

00:45:56
8TH
1/4

00:33:32
6TH
1/4

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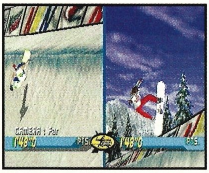
XGAMESPRO BOARDER

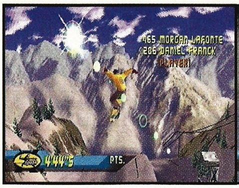
Theme **Sports** % Complete **80%** Publisher **ESPN D. Games**
# of Players **1-2** Availability **October** Developer **Radical Ent.**

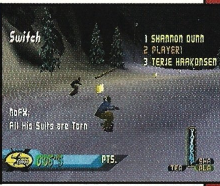
The most curious title in the ESPN Digital Games lineup is X Games Pro Boarder. While it is tied to ESPN 2's X Games television shows, it is without a doubt the loosest use of the ESPN brand. When asked why they did the game, Dunley explained, "We had a team that just loved 'boarding—a couple guys on the team were near-professional riders." Well, at least they know their stuff.



Pro Boarder takes a different approach than the other ESPN games in that it doesn't use ESPN broadcast talent, but instead includes four X Games events, licensed X Games gold medalists such as Todd Richards, Tina Basich, Peter Line and freeriding champions such as Morgan Lafonte and Jamie Lynn. In short, "The game will have the eight best pro riders in the world," according to Dan McBride, producer of Pro Boarder. Not only that, but these racers will be screaming down mountains and halfpipes to music performed by the Foo Fighters and Rancid.

Aside from these licensing coups, X Games Pro Boarder hopes to make its mark in unique gameplay by attempting to make Pro Boarder the most realistic snowboarding game yet. They hope to accomplish this foremost by simulating the actual feeling of being up on a mountain. Instead of only having a single track running down a mountain, players will be able to choose from a series of branching paths on their way down. As a result "no two runs will be the same," according to McBride. On some of the game modes, players will need to collect special icons placed throughout the courses so that they can have enough time to explore their environment and pull off the tricks which they're ultimately scored on.





Pro Boarder also boasts an intuitive physics model, which will reportedly allow casual players to easily pull off a great number of basic tricks, and at the advanced stage, literally thousands. Want some more numbers? It's set to have nine levels that include two halfpipes, a Two-player Split-screen Mode and one slopestyle terrain park.

That's quite an impressive amount of features, but will those and the ESPN brand make this game stand out from the glut of snowboarder competition? McBride certainly thinks so as he cites that his game "has better terrain rendering, better animation, better music, better controls, non-rail levels and the realism of using actual pro riders." We'll see when the game arrives in late October.

CAMERA : Roaming
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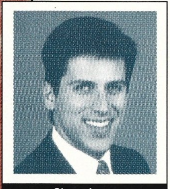
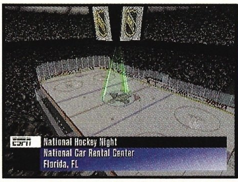
NHLNATIONALHOCKEYNIGHT

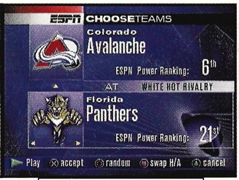
Theme **Sports** % Complete **70%** Publisher **ESPN D.Games**
# of Players **1-8** Availability **November** Developer **Radical Ent.**


Steve Levy

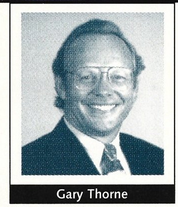
If you ask any true hockey fan, he/she will probably tell you that ESPN televises hockey better than anyone with their well-presented National Hockey Night. In fact, many sports analysts will say that ESPN is in no small part responsible for the higher level of popularity that the game enjoys today. Such a backdrop provides the perfect impetus for ESPN to make a video game based on their well-recognized television coverage.

Joe Nikkols, producer of National Hockey Night, sums up the look of the game best—"Every single screen, every single feature is derived from an ESPN broadcast." Not to mention the broadcast talent. "Gary Thorne and Steve Levy are the foundation of the ESPN broadcast feel in this game. Not only are the voices easily identifiable, the commentary is extremely relevant and insightful," adds Nikkols.

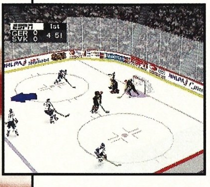




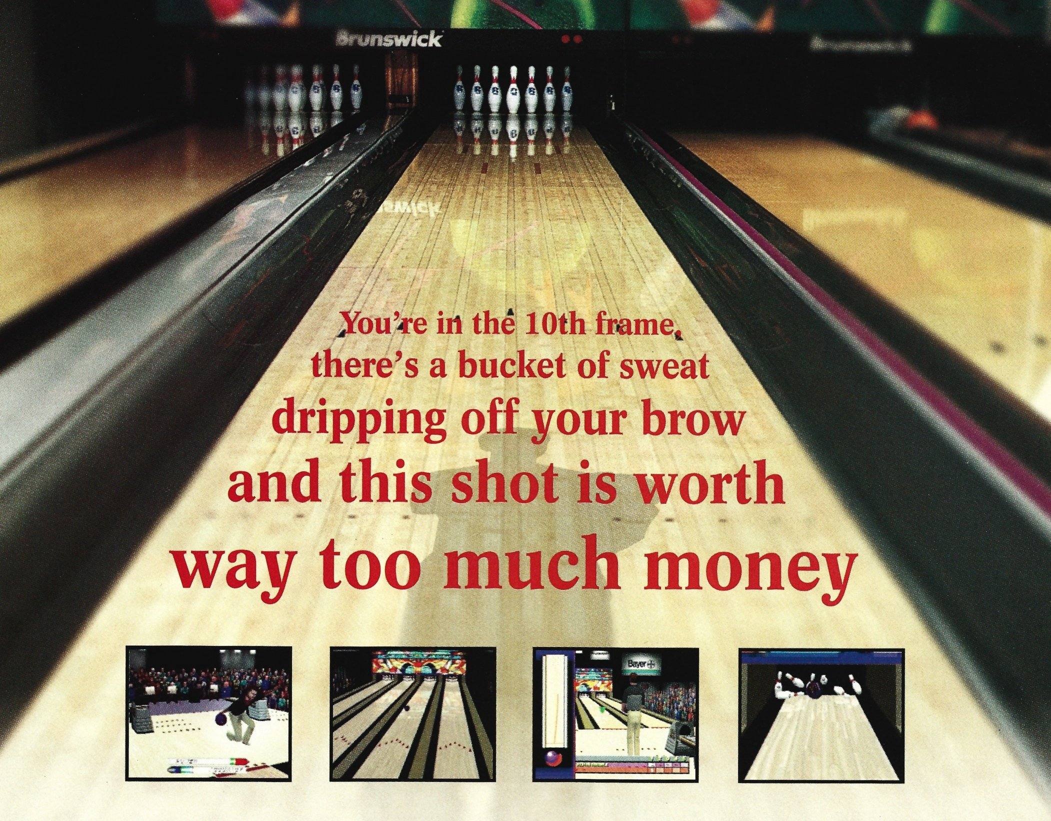
But there's more to a hockey game than just voices, cool graphic screens and nifty opening sequences. That's where Radical's expertise at making 3D hockey simulations comes in handy. Honed by years of making NHL Powerplay (a very good game in its time) and other sports games, Radical is applying what they learned to National Hockey Night. Tim Dunley promises that players of that series will recognize the skillful computer intelligence from those previous hockey games, and we can tell you that the 3D graphics already look much more advanced than the aforementioned games.


Gary Thorne

National Hockey Night also has a few unique features, the most interesting of which are the "White Hot Rivalries," a mode that explains why two teams hate each other (more than normal), and also makes the players and crowd get more fired up about that particular game. There is also a Playoff Performer Mode that puts a spotlight on players who play mediocre during the season, but really turn it on during the playoffs. This is reflected in their statistics during season play as well.



To be sure, the folks at Radical Entertainment have their work cut out for them if they are to successfully break into the icy territory seemingly locked up on the PlayStation by EA and Sony. But, as Nikkol reasons, "People want to play what they see on TV, and that's what we intend to bring to life. I don't think anyone could ask for a better partner than ESPN to make this happen." Frankly, neither can we.



You're in the 10th frame, there's a bucket of sweat dripping off your brow and this shot is worth way too much money

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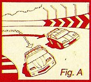


Fig. A

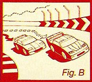
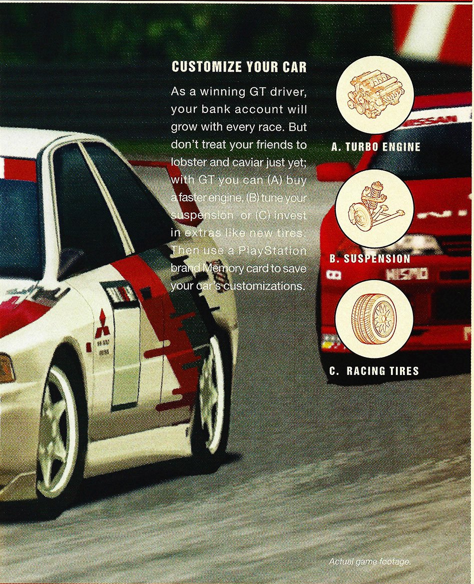


Fig. B



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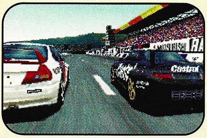

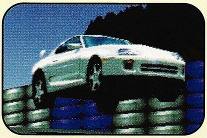

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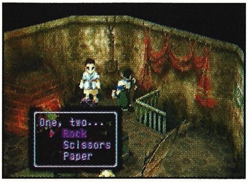
Theme	RPG	**# of Players**	1
% Complete	90%	**Availability**	October
Publisher	Square EA	**Developer**	Square Soft

Xenogears

Surprise, surprise, another unique RPG from Square!

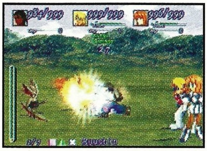


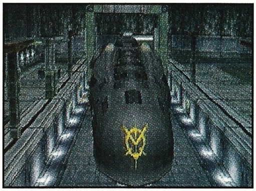
Unlike Final Fantasy VII, Xenogears features 2D backgrounds set in 3D environments.

How do you follow up a game like Final Fantasy VII, an epic that set new standards for the role-playing game? Ask anyone and the answer would most likely be "with Final Fantasy VIII," but it seems that Square's immediate answer is Xenogears.

In Xenogears you take on the role of Fei, an unassuming young man who was orphaned as an infant. On the eve of his best friend's wedding, Fei's village is attacked by a group of large robots known as "Gears." You commandeer your own Gear to do battle with the intruders and so the story begins.

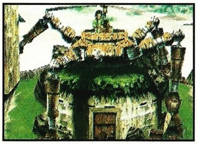
Unlike most turn-based RPGs (FFVII included), Xenogears takes a different approach to its battle engine. Utilizing an almost fighting-game style interface (Triangle, Square and Circle all do varying amounts of damage), gamers can choose to either fight hand to hand, use items or launch a "chi" or "ether" attack (essentially a magic spell). While riding in your "Gear," combat is essentially the same, only now you have to watch out for your fuel gauge.

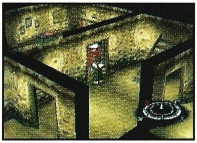


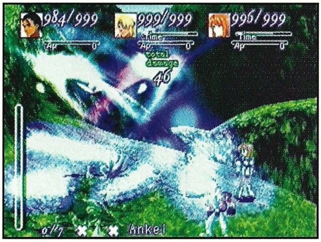


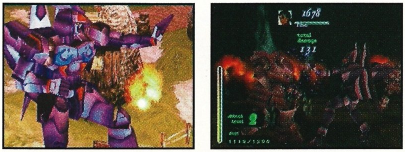
Like its predecessor, Xenogears is filled with a large cast of characters and an even larger set of spectacular spells. Unlike FFVII, which had polygonal characters set against prerendered backgrounds, Xenogears features characters rendered as 2D sprites, while the backgrounds are fully 3D. It doesn't matter, however; the game looks very good regardless.

Notorious for its religious themes, the controversial nature of the game almost kept Square from releasing it here. Luckily for RPG fans, Square changed its mind. Xenogears' translation is nearing completion and will be coming to the United States this October.



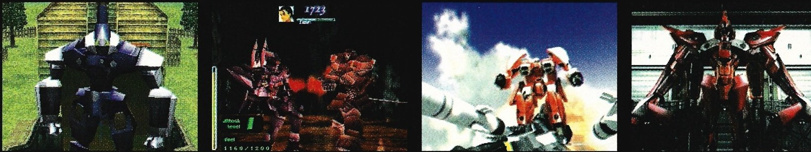




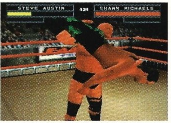


There's nothing better than big warring robots. Everyone knows that, right? It's even better when it's in a Square RPG.

Rock 'Em, Sock 'Em Robots! Come and Get 'Em!



Fans of Robotech, Gundam and even mecha-based games like Front Mission 2, will find plenty to enjoy here. Xenogears features enough giant-robot action to satisfy even the most insatiable gamer. As you progress through the game, you will encounter additional characters, each with his/her own Gear. There's even female Gears! Woo hoo!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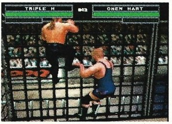
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Photo-realistic polygonal wrestlers and 3-D environments.

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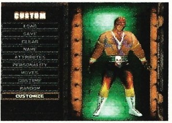
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19:51
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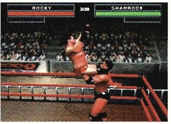
MOSH


ROCKY
308
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WWF WAR ZONE™

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RATING PENDING RP Visit www.esrb.org or call 1-800-771-3772 for more info. CONTENT RATED BY ESRB

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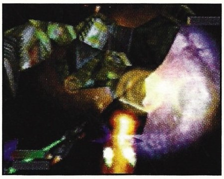
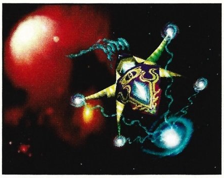
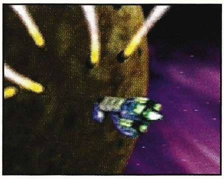
Theme	Action	**# of Players**	1-2
% Complete	30%	**Availability**	February
Publisher	Accolade	**Developer**	Accolade

StarCon

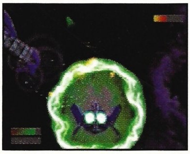
Accolade's long-running space series drops strategy and adventure in favor of action

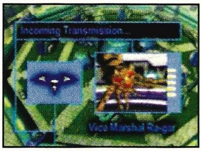






You'll recognize a lot of the alien races from previous series, and some new ones as well.





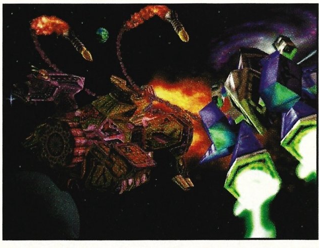
Accolade's Star Control series is about to enter new territory. Marking the premiere of Star Control on the PlayStation, StarCon abandons the series' tradition of strategy and adventure in favor of an impressive, new, 3D space combat engine. While die-hard Star Control fans are sure to be skeptical about the change, the early results are promising.

StarCon's combat engine is already running at a decent speed, while the graphics capture the beauty and loneliness of space with impressive details and effects: visible planetary colonies, distant solar systems and large, plentiful explosions. Spacecraft that include small, nimble fighters and massive carriers are extremely detailed. Each features an individual weapon, varying in both appearance and attack power. One nice aesthetic touch is the fighter animations. Each ship features a unique animation when accelerating, such as raising its wings in one way or another.

Equally impressive are the mission objectives. In one of the two playable missions we've seen, the player must chase down and destroy a Crux fighter intent on delivering a bomb to the surface of the planet. After eliminating the fighter, the player captures the bomb and, in turn, uses the bomb to destroy the enemy's planet. (We just love irony like that.) While completing the mission, players must keep an eye on their carrier. Each carrier serves not only as a slow, powerful fighter, but also as a base for smaller, faster craft. Players can launch and take control of those craft at anytime throughout the missions. Choosing which fighter to control and when to protect the carrier are decisions that will impact the action.

In addition to the mission-based solo campaigns, StarCon also features two-player action, both cooperative and competitive. Players can team up to battle aliens or challenge each other in their choice of horizontal or vertical split-screen combat. This one-on-one combat was always one of the highlights of the previous games, and we expect good things from this one.

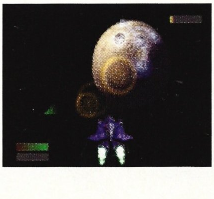
These features will likely please fans of 3D space combat. Fortunately, Accolade promises to give skeptical Star Control fans what they want as well: continued interaction with alien races, including animated aliens and an immersive story line. Hopefully there's enough of each to please action players and old-school Star Control fans.

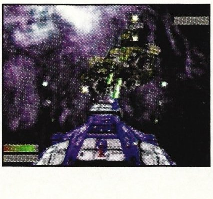


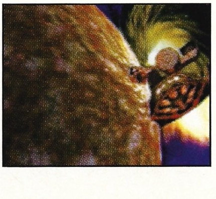
Immense planets, nebulae and galaxies serve as a stunning backdrop.

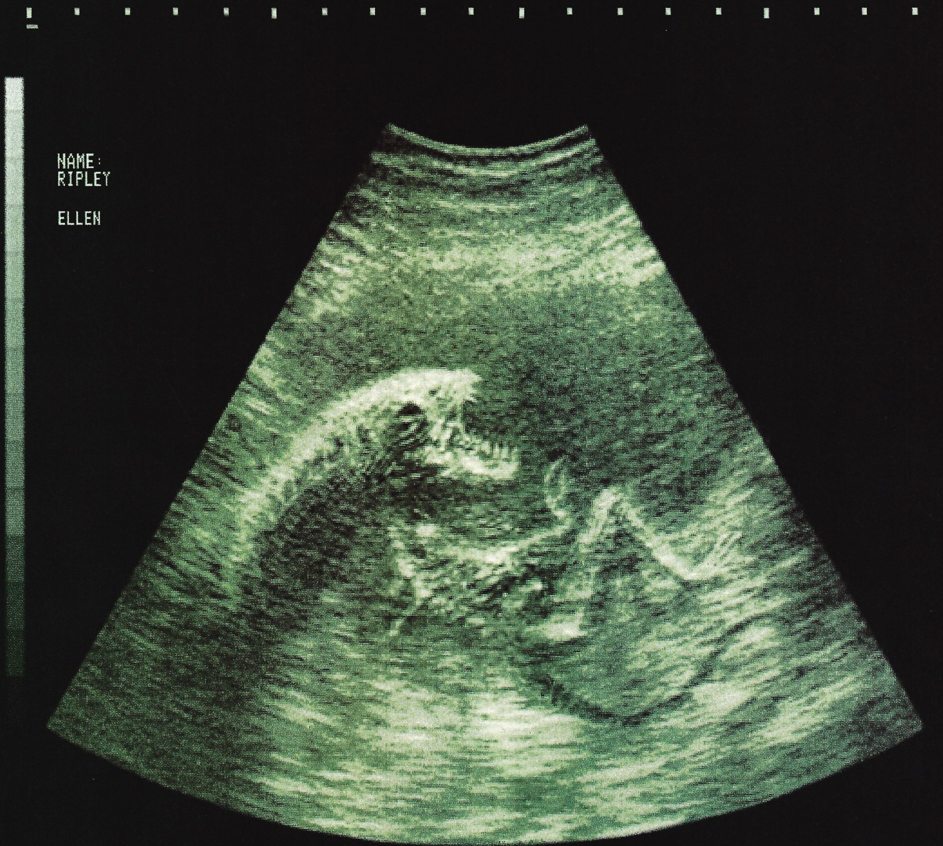
Historic Notes

The Star Control series is full of history. While little is known about StarCon's featured races and alien alliances, Vice Marshall Ra-gar appears to be a descendent of the Ur-Quan—the oldest alien race in known space. A race of warriors and conquerors, the Ur-Quan overheard a 1930s radio transmission bouncing harmlessly through space, and began preparations to attack earth. Peaceful aliens discovered the plan, and, in 2115, the Chenjesu alerted humans of the Ur-Quan aggression. "Star Control," a United Nations' military force, agreed to join the Alliance of Free Stars, and the first epic space battle in the Star Control saga was imminent.





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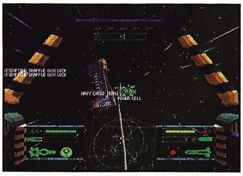
Theme Action	**# of Players** 1
% Complete 75%	**Availability** November
Publisher Psygnosis	**Developer** Psygnosis

Colony Wars: Vengeance

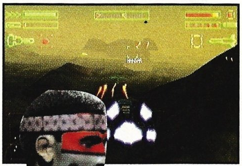
Psygnosis makes you clean up the mess you made in the original game

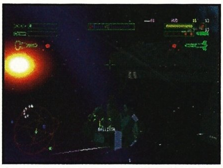


Ever wake up on the wrong side of the bed? Try waking up on the wrong side of defeat. Set 100 years after the original game, Colony Wars II places you in the role of Mertens, a pilot for the beleaguered Navy that was defeated (you did defeat them, right?) in Colony Wars. It's best that we leave the rest of the story to be revealed through the numerous full-motion video clips peppered throughout the game. They're quite good and reflect Psygnosis' attempt to give Colony Wars II an even stronger cinematic feel through characterization and a stronger story line.

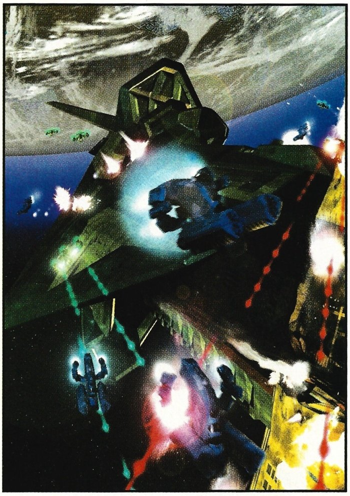
But CW: V isn't just about improved cinematics—a trap that hurt the Wing Commander series of games—it incorporates deeper, more non-linear gameplay than its predecessor. The 3D space-combat missions are much longer and require that the user choose from various spacecraft and also tailor their ordinance. Weapon usage and targeting is much more essential, especially when targeting "weak points" on capital ships that, when destroyed, disable its weapons, shields, engines and more. Furthermore, new planet-based missions let you defend bases and deal with terrain during battle.

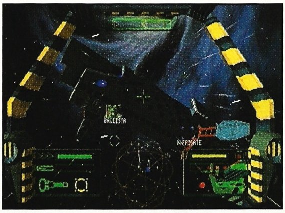
All of this comes wrapped in a much sleeker aesthetic package. We know it's hard to believe, but take our word for it when we say that this game's graphics are even better than the original's. More detailed ships, better light-sourcing and improved backgrounds make Colony Wars: Vengeance a sight to see when it arrives in stores in November. Or, you can play it yourself when you pick up next month's *OPM* demo disc. You are going to pick it up, aren't you?!





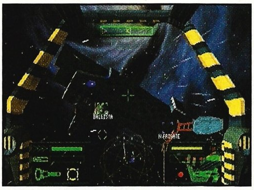
New to Colony Wars: V are land missions; there are five of them in the game.

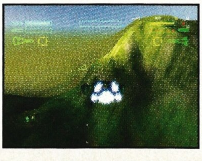


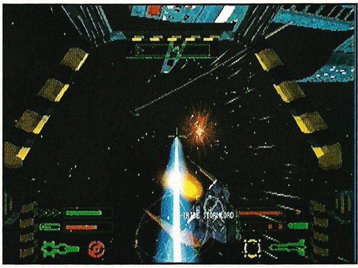


The Colonial Hit List

80	3D Models
41	Missions
26	Full-motion Video Sequences
20	Weapons
5	Pilotable Spacecraft
3	Playable Views
1	Partridge in a Pear Tree







Mining lasers are useful for finding crystals in asteroids and ripping apart fighters at close range (above).

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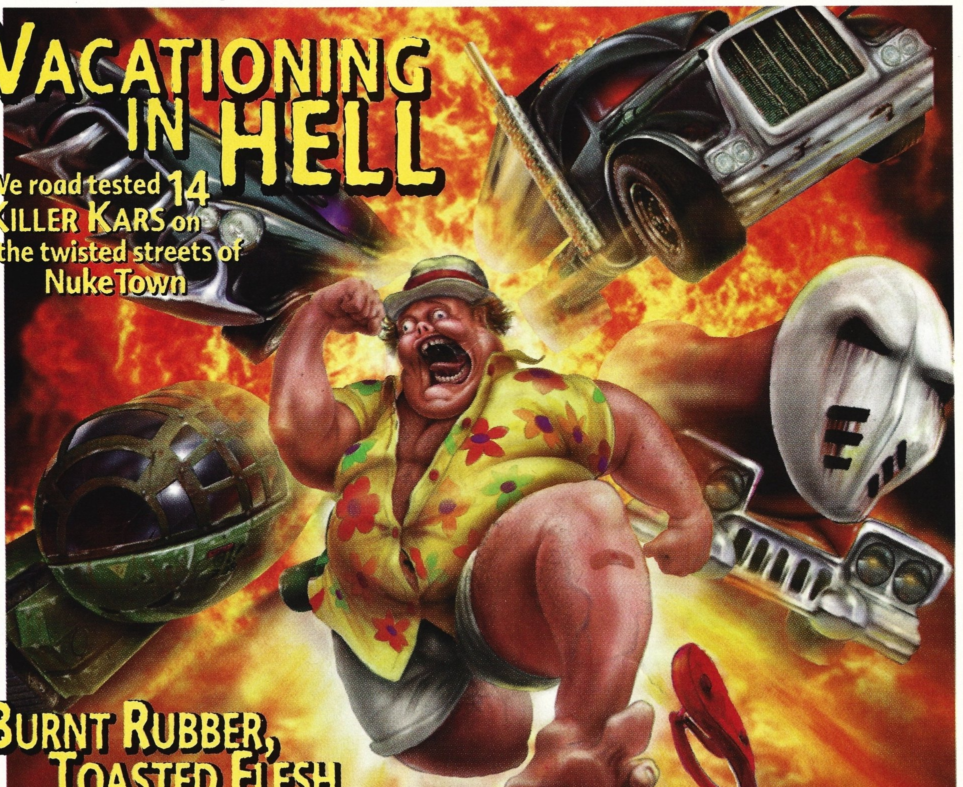
VACATIONING IN HELL

We road tested 14 KILLER KARS on the twisted streets of NukeTown



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Aromatherapy on the Road

Special FREE Issue for Automercenaries

Tips for Snagging Tourists-- And How to Avoid Premature Ejectulation Once You've Got 'Em

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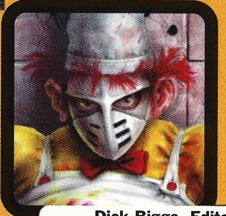


Dick Biggs, Editor

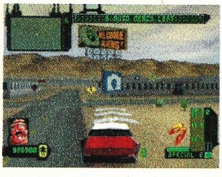
Welcome back,

Automercenaries! Remember, on your shoulders ride the hopes of all those too poor to afford a real vacation. Next time you pick up a vacationer, look him in the eyes as you grab his hard-earned wad of cash and you'll see the gratitude, the hope and the sheer stupidity of one desperate enough to risk his life for a **photo-opportunity.**

Treasure that moment. It's what being a thrill-killing, road-rioting madman is all about.

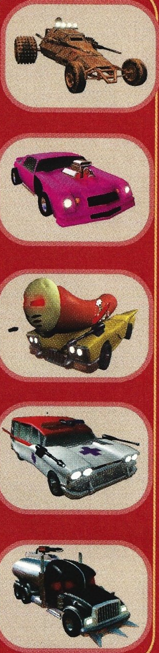
Keep on truckin'

Mr. Biggs



GREETINGS FROM AREA 51

HELL on Wheels



You're gunning it down Main Street. Shrapnel glancing off your windshield. Geiger-counter going off the scale. And a snap-happy Japanese couple in the back of the cab. The question is what should you be driving for maximum survivability and tourist satisfaction? Sit back, we did the work for you when **we road-tested 14 state-of-the-art tricked-out deathmobiles one glowing summer afternoon among the napalm trees of Nuke Town.**

For raw hearse-power, nothing beats the ***Sidewinder.*** Five tons of tank with more firepower than the Third World War. Too big ? Well, try on the ***Bitch-In Wheels*** and put the muscle back where it belongs – behind the muzzle of a machine gun.

For pure Auto-mercenary sex appeal, there's only one choice – the ***Meat Wagon.*** This fuel-injected weeniemobile says more about you than a pair of socks stuffed down your trousers ever can.

For those of you who like a little mercy with your massacre, nothing can touch ***Ozone,*** a well-armed ambulance that hurts while it heals.

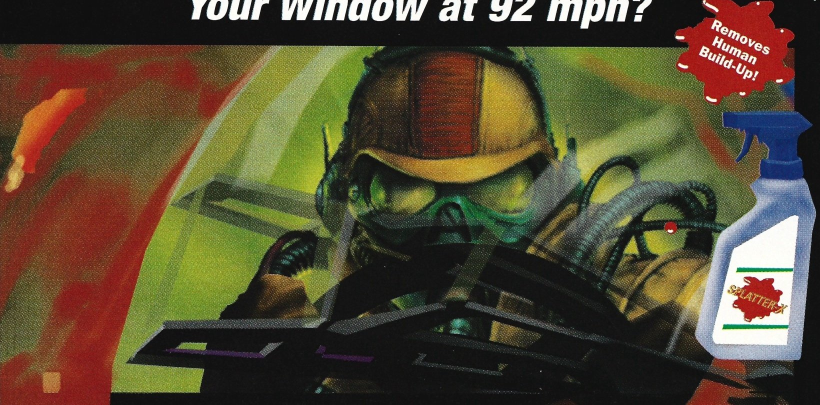
You want high-octane performance? Car Combat Ultra? Look no further than the pulse-pounding ***Pyro*** – a flame-spewing semi filled with fuel. You never run out of gas and if you do go down, you can take everyone with you

.......continued on page 72

Sister Mary Lascivious
Thought for the Day

-Thou Shalt Drive Like A Righteous Mad Bastard.
† *So Sayeth the Lord.*

When Was the Last Time a Tourist Hit Your Window at 92 mph?



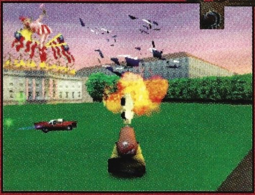
Hey, it happens. You have a bad day. Someone sends a missile your way and bang — *Premature Ejectulation* — out flies your tourist and before you know it everyone's got little bits of Hawaiian shirt and entrails all over the windshield. No problem. Whip out a 40 ounce bottle of ever-loving **SPLATTER-X** Windshield Cleaner and, hey presto...the future's so bright you gotta wear shades.

ROGUE TRIP
Vacation 2012

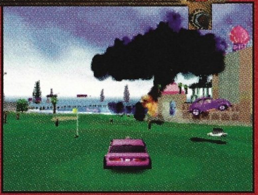
THE BLAST WORD

Every self-respecting Automercenary knows there are few things in life more enjoyable than vaporizing, burning, bombing and totalling stuff. Here's our hot picks for the tastiest targets the post-apocalyptic world has to offer.:

AIR FORCE ONE - It's a helicopter. It's the President. It's dust.
GOLF COURSES - One driver and 18 holes of fury!
BLIMPS - Zap the zeppelin!



White House? — White Trash!



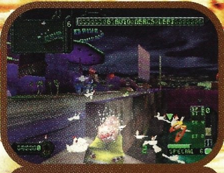
KILL THE CADDY!!!

AUTOMERCS ON-LINE
On the road? Get on-line for **weekly cheat codes,** the latest updates, screen shots, hints and tips (better than a road map) and killer kontests. Go to **www.roguetrip.com** for the lowdown on all the low life.

FENDER BLENDER

What the well-armed are packing these days (and how to get more bang for your weapons buck.)

Meteor Balls
They bounce. They burn. 'Nuff said.
$800 each

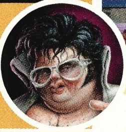


Sticky Weapons
Clamp one on your enemy and sit back while he tries to palm it off on someone else, or go down trying.
10 for $850

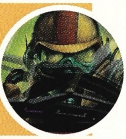
Pyro Weapons
Hose your foes with gasoline - then sit back and ignite for the kill.
$5000 each

Stingers
Killer bees got nothing on these babies, so go ahead, kill with confidence.
$7750 per round

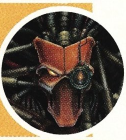
AUTOMERCENARY HALL OF SHAME



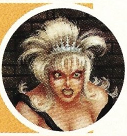
ELVIS D. KANG
"Don't be cruel. Your automercenary is true. Thank you. Thank you very much."



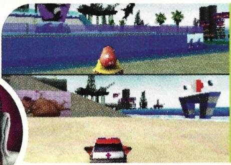
AGENT ORANGE
"A vacation should be just like war. Only with better photographs."



NECROBOT
"🚐🚁🚌✈✈✈ 🚙🚛🚁🚜🚗🚜 🚗🚂🏍🚌🚗🚜 🚌🚂🚌!!!"

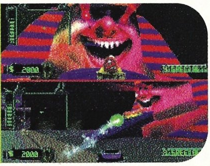


BITCHIN' BUNNY
"There's so much fun waiting for you in my back seat...!"



FOUR PLAY

Don't drive alone, Rogue Trippers. Go multiplayer, because Automercenaries that slay together, stay together!



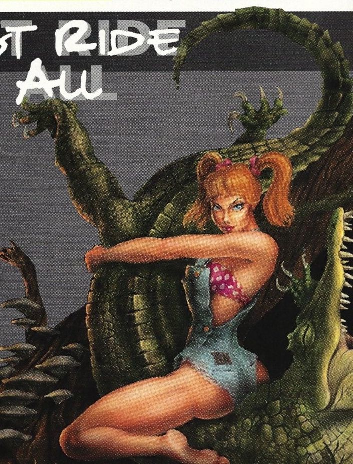
THE BEST RIDE OF ALL

Check out Li'l Gator Bait.

Some of you automercenaries probably seen her tooling around in her propeller-driven swamp-hopper.

Well, looky here – the A³ Babe of the Month shows you all her dangerous curves on page 96.

Lube up and drive on!



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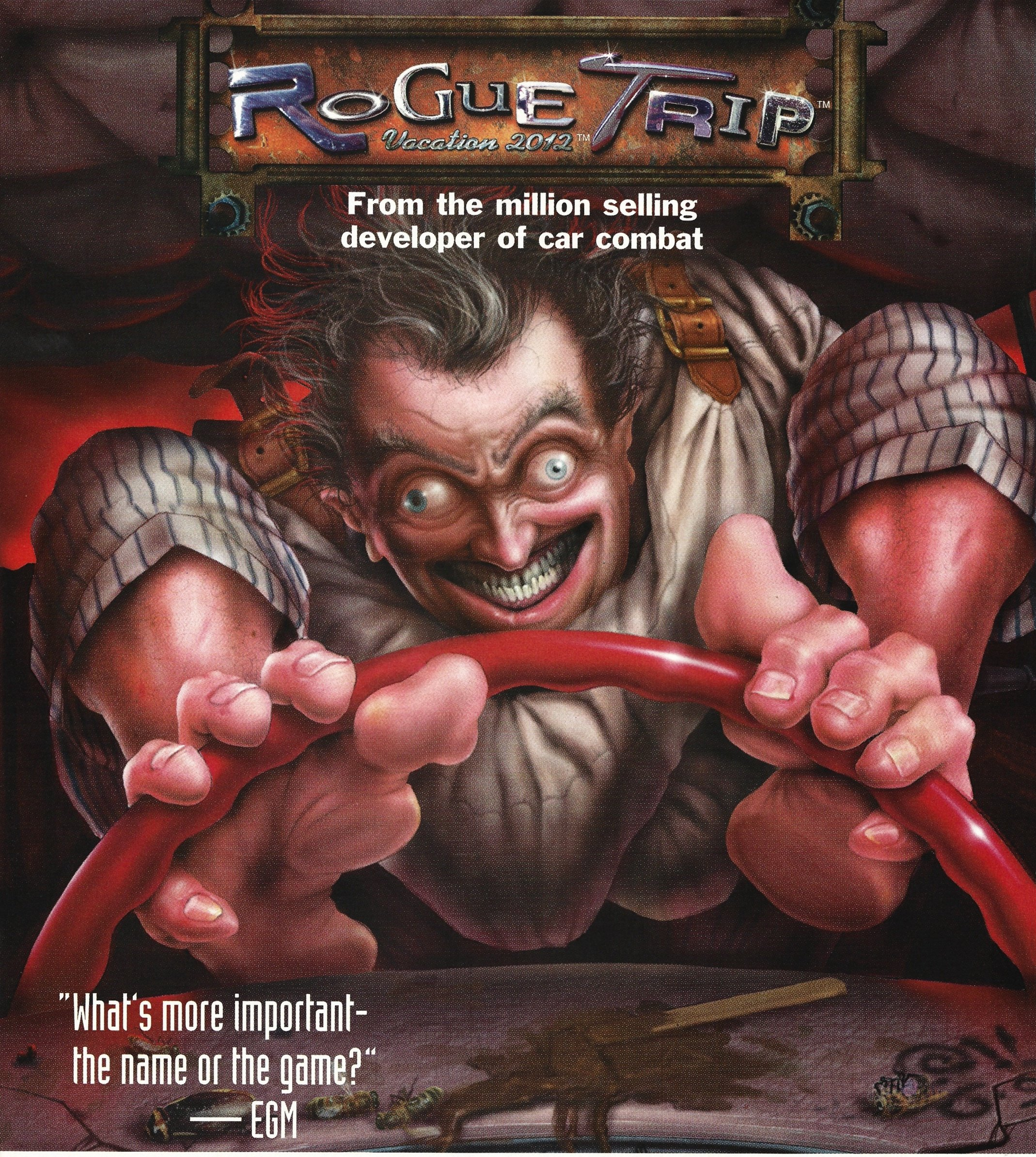
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TEEN
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Theme	Action	**# of Players**	1-2
% Complete	60%	**Availability**	November
Publisher	Midway	**Developer**	Candlelight

Assault

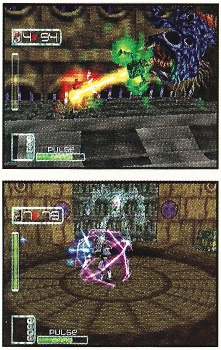
An example of what Contra should have been?

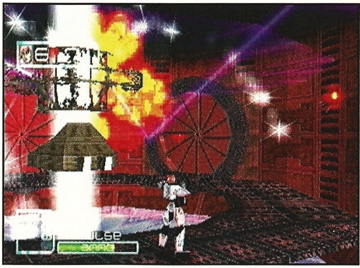
After two disappointing Contra sequels on the PlayStation, it seemed like fans of the series would be forced to look elsewhere if they are to find their fix of futuristic side-scrolling, alien-bashing action. At least there's a potential remedy to this harrowing situation, and it's coming from an unlikely source—Midway. Andrew Hoolan, head of public relations at Midway happily agreed and mentioned that "We have no problem with this game being compared to Contra." When asked about Assault's obvious similarities to the well-known series.

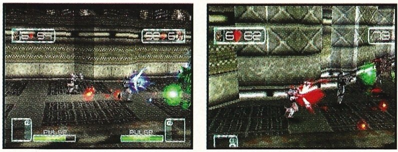
And tons of similarities there are—except for the graphics. Most of the gameplay in Assault involves 2D side-scrolling action in a fully polygonal world. While the game is completely polygonal, players can only move along a predetermined path with little room to deviate. Some rooms, particularly "Boss" creature areas, allow for full 3D movement, but these places are few and far between. Aiming low and high (with the shoulder buttons) is a big part of the alien-blasting action, and hitting your mark blows the critters' arms and legs away before vaporizing the rest in a satisfying green puff. There are ceiling grips that allow you to cross chasms, multiple level platforms and plenty of power up-bearing obstacles just waiting to be destroyed.

All of this gameplay starts after you choose either a male or female soldier. Each has his/her own variation of weapons, so picking who you use depends on more than the gender you prefer. Sgt. Washington has a Pulse scatter gun, a powerful Shock weapon, an "S-Type" that shoots a super-destructive starburst, and a "Cutter" that fires bouncy, explosive discs. Major Kelly Doyle, on the other hand, has homing missiles, and a powerful homing Starfire weapon. Each character can power-up his/her weapons three times, and pick up various defensive items such as shields and smart bombs. Best of all, each of these weapons is brought to life by some very good-looking lighting effects.

All the ingredients for a successful Contra clone seem to be in place, let's just hope that Candle Light Studios (the developers) is able to tie them all together to make a solid game.

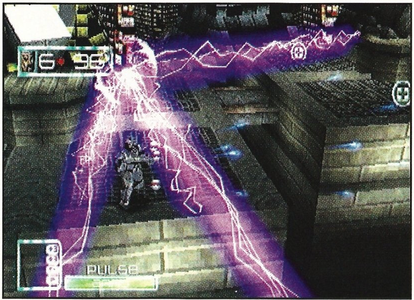

There's plenty of big and nasty alien Bosses just waiting for you to blow them to bits.

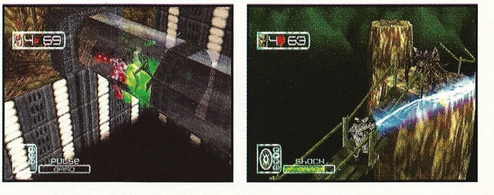



Unlike Konami's C: The Contra Adventure, Assault has a Two-player Simultaneous Mode.

Is Assault a Contra clone? You decide!

	Contra	Assault
Ugly aliens	X	X
Can aim up and down	X	X
Kill tons of stupid aliens	X	X
Platforms at various heights	X	X
Blow up things in your way	X	X
Lots of power-ups	X	X
Ropes you can scurry across and hang from while firing	X	X
Big, glowing red weak spots on Bosses	X	
Rips off Contra		X

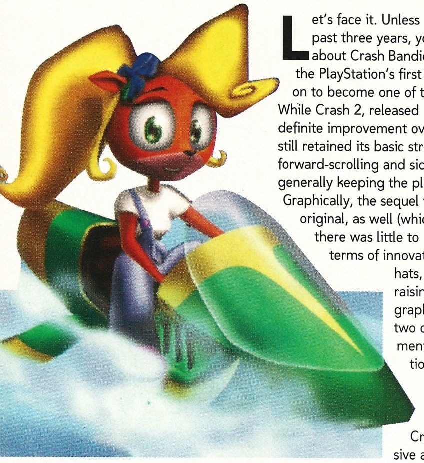



The arsenal of special effects and translucencies in Assault are awesome. To the left is a super-weapon and to the right, and above is a powered-up Shock gun.

Theme	Action	**# of Players**	1
% Complete	50%	**Availability**	November
Publisher	SCEA	**Developer**	Naughty Dog

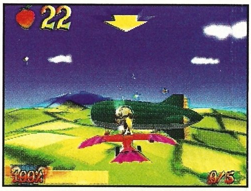
Crash Bandicoot: WARPED

New features abound in this impressive update



Let's face it. Unless you've been living in a hole the past three years, you probably know something about Crash Bandicoot. Originally launched on the PlayStation's first anniversary, Crash has gone on to become one of the console's top-selling series. While Crash 2, released roughly a year later, was a definite improvement over the original, the game still retained its basic structure, alternating between forward-scrolling and side-scrolling areas, and generally keeping the player focused on a narrow path. Graphically, the sequel was an improvement over the original, as well (which was no small feat), but again there was little to really blow the player away in terms of innovation. Well, folks, hold onto your hats, because Crash 3 is not only raising the standard in terms of graphic quality, but also unveiling two completely new gameplay elements and one unique interpretation of the original formula.

First of all, the game now includes two new types of levels never before seen in a Crash title. Most visually impressive are the jetbike levels, where Crash's nutty sister Coco blazes around pirate ships and uncharted desert isles, breaking boxes, going over jumps and avoiding mines. She can even pull off a trick or two, which are (in what may be a conscious nose-thumbing to critics who said the PlayStation couldn't compete with the Nintendo 64 graphically) performed by controller movements strikingly similar to those in Nintendo's Waverace 64.

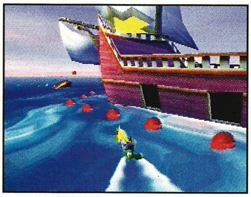


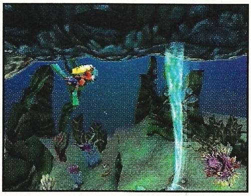
More shocking, however, are the airplane levels in which Crash and Coco roar around in little prop planes shooting down Neo Cortex's own evil fighter pilots.

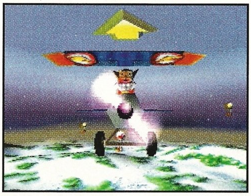
A third new level type is somewhat similar to the bear cub or wild boar levels of the previous games, except that now Crash rides a big ol' motorcycle in a race against hot rods eager to run him off the road.

Graphics have received a nice boost, as well, especially with regard to water effects; the jetbike levels are looking absolutely stunning, as are the new underwater areas. The undulating surfaces truly stand up to those on other, "more powerful" (ahem) systems.

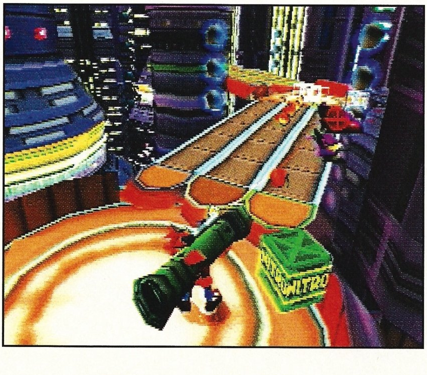
Stay tuned for more on this impressive-looking sequel in the coming months.



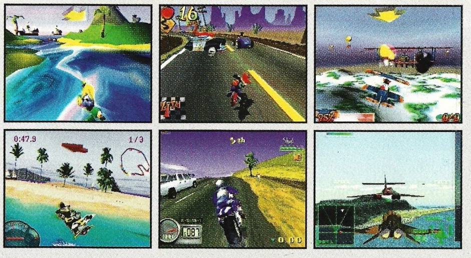




One of Crash's new attacks is this immense fruit-flinging bazooka (below).



Four Games in One!



Why buy Jet Moto (bottom left), Road Rash (bottom center) or Ace Combat 2 (bottom right) when Crash 3 includes levels just like 'em (more or less), plus a spiffy platform engine? And all for the cost of a single game! Order now—operators are standing by!

The Dirty-Driving, White-Knuckle Ride of Your Life!

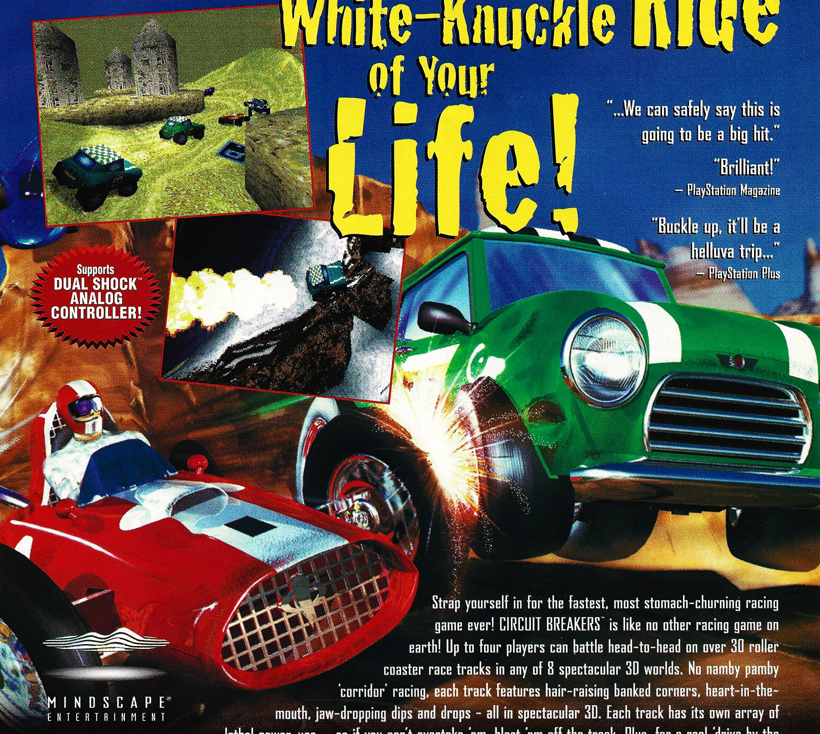
"...We can safely say this is going to be a big hit."

"Brilliant!"

— PlayStation Magazine

"Buckle up, it'll be a helluva trip..."

— PlayStation Plus



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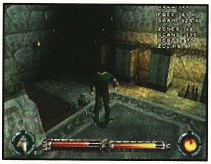
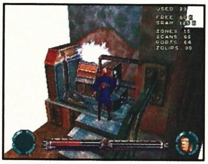
Developed by
Supersonic

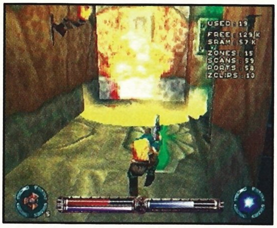
Theme Action
# of Players 1
% Complete 65%
Availability October
Publisher Psygnosis
Developer Psygnosis

O.D.T.

A dark and gloomy Tomb Raider of the future?







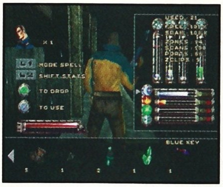
O.D.T. features dramatic lighting effects that include particle-effects, real-time Gouraud shading and shadow casting.

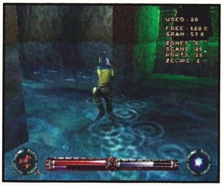
At first glance, O.D.T. is a game that quickly draws comparisons to Nightmare Creatures and Tomb Raider. Similar in style to both in certain ways, you choose one of four different characters, who you navigate through a completely 3D environment on your quest for the legendary Green Pearl.

To complete your mission, you'll need to scale walls, traverse precarious ledges and leap over bottomless chasms in order to progress through the almost Aztec-like surroundings. While you're going about your business, hordes of enemy mutants will attempt to put a stop to your quest. Your character will be forced to engage in hand-to-hand combat, make use of firearms and unleash a battery of magic spells. However, all-out offense won't win every battle, so it's a good thing your character can duck and roll to avoid enemy fire.

As with most Psygnosis games, the most striking aspect of O.D.T is the graphics. Rich light-sourcing, motion-captured characters, large, detailed environments and plenty of action make up the bulk of what you'll find in the game.

Although certain issues plague the game at this point (i.e., awkward camera angles, difficulty in timing jumps, invisible holes that send you plummeting to your death, etc)., there's still plenty of time for Psygnosis' Paris studios to tighten things up. Look for this one at the end of October.

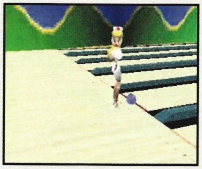




Theme Sports
# of Players 1-6
% Complete 40%
Availability November
Publisher ASC
Developer Saffire

Animaniacs Ten Pin Alley

ASC's silly bowling game just got sillier



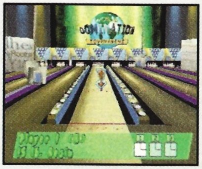
Hellooooo, Nurse!

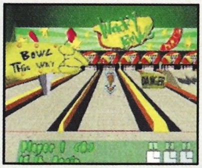
For a ridiculous amount of time, Ten Pin Alley was the only bowling game on the PlayStation. Not only did it offer some realistic pin-slamming action, it also didn't take itself very seriously. Ten Pen Alley played and sold pretty well, and so it's no big surprise that ASC brought back the developers of that game, Saffire, to do the sequel.

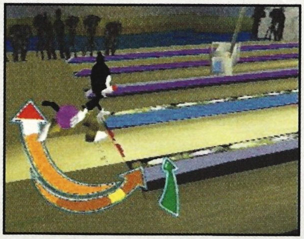
As you can tell from the new title, Animaniacs Ten Pin Alley, the sequel to Ten Pin brings some "star power" to the table by enlisting the Animaniacs. That means that instead of bowling with generic fat guys named Chucky, you'll be able to play with 10 different *Animaniacs* characters—something sure to generate even more laughs than the previous game. In case you're wondering, the rest of the *Animaniacs* characters will be in the audience or interfering with gameplay in the Animaniacs bowling alley.

Aside from game's characters, the details are sketchy. There will be a variety of bowling alleys, each with a different look and feel. Also, players will be able to edit their Animaniac bowler to a certain extent, although you will probably not be able to alter its power, accuracy and spin.

If you want more info on this humorous bowling game, look for a longer preview in the next *OPM*.

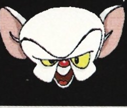






Playable Animaniacs Characters

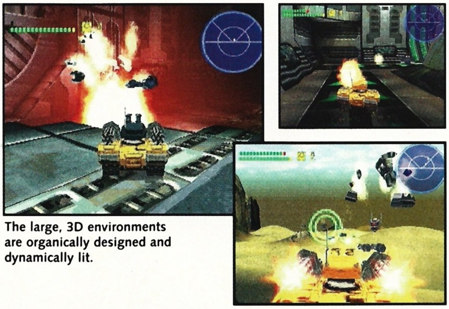
- CEO, Thaddeous Plotz
- Dot
- Dr. Scratchansniff
- Hello Nurse
- Mindy
- Mr. Skullhead
- Ralph The Guard
- The Brain in his Human Suit
- Wakko
- Yakko



Theme Action	**# of Players** 1-2
% Complete 60%	**Availability** November
Publisher MGM Home Ent.	**Developer** AndNow

Tiny Tank

The most vulgar PS game yet



The large, 3D environments are organically designed and dynamically lit.

My, what an adorable little tank we have here. His look may be charismatic and his name cutesy, but whatever you do, don't be fooled into believing this is just another kids' game.

Tiny Tank is an all-out blast fest filled with naughty words, humorous characters and well-crafted missions. Did we say naughty words? Yep. Not only can Tiny Tank speak, but he has an interesting repertoire of curse words mixed into his vocabulary as well.

Playing like a futuristic version of Vigilante 8, your mission is to guide Tiny through 12 sprawling worlds as he goes up against the forces of MuTank. With game progression comes the interception of transmissions broadcasted by MuTank himself. And while MuTank's past and true motives are shrouded in mystery, one thing is apparent, he's one bad tank bent on destroying all human life!

Each mission has a set of objectives that must be completed before you are allowed to move on. These objectives range from stockpiling certain key weapons to dispatching Bosses. To help you along, Tiny is outfitted with strafing moves, jumping capabilities and an enormous array of weaponry. Throw in full Dual Shock and analog support and you have one heck of a kicker. Scheduled for a winter release, Tiny Tank will arrive just in time to heat up your holidays!

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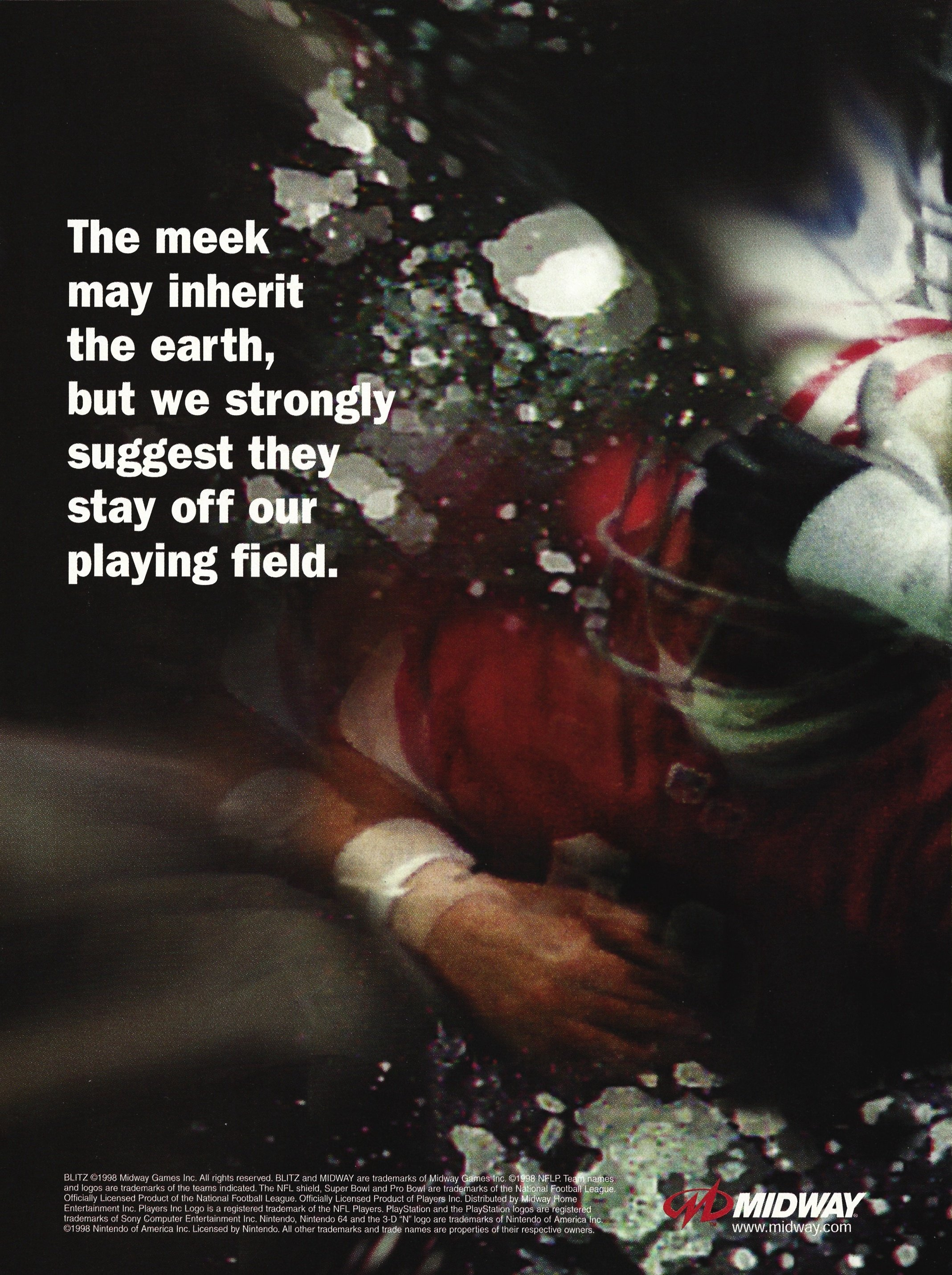
The meek
may inherit
the earth,
but we strongly
suggest they
stay off our
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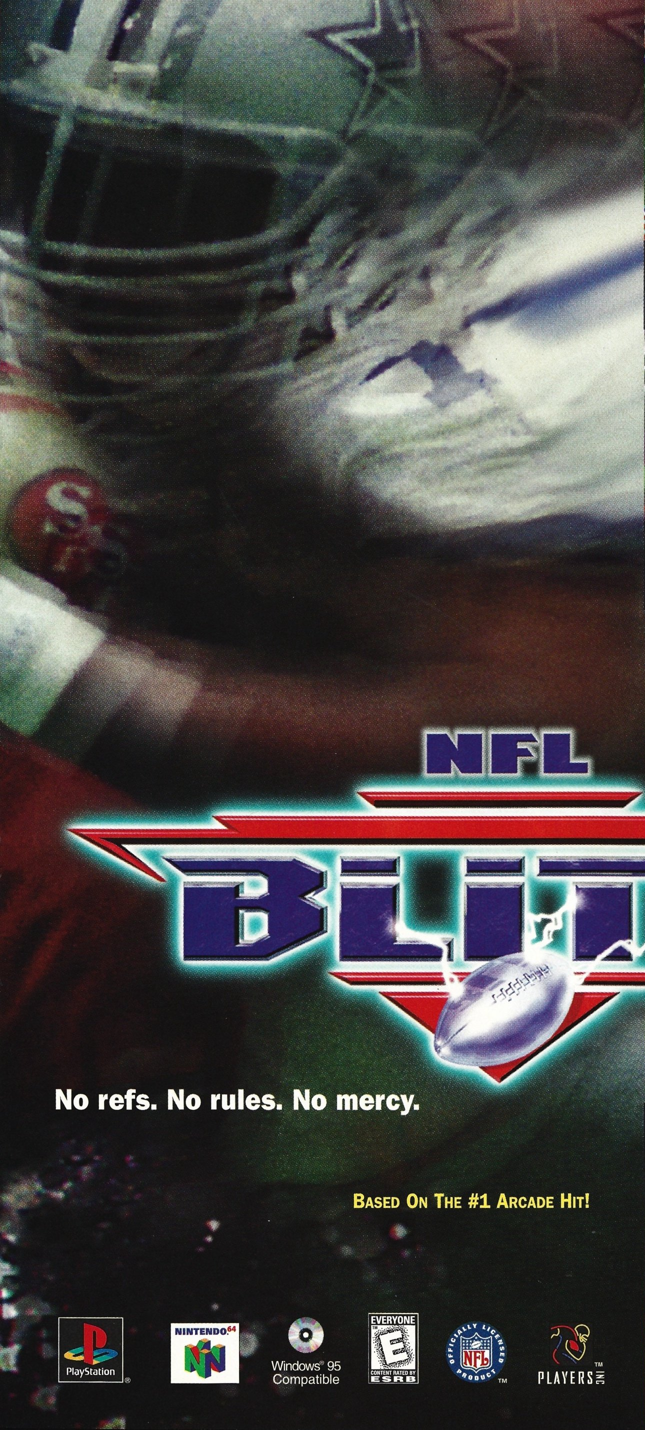

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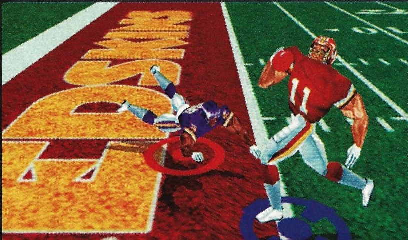
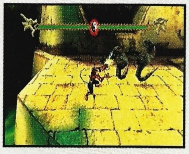


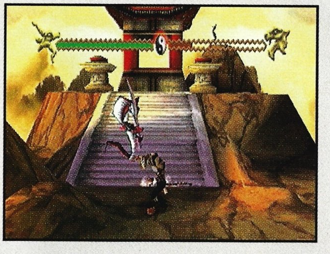
Theme	Adventure	**# of Players**	1
% Complete	60%	**Availability**	Q4 98
Publisher	Activision	**Developer**	Dreamworks

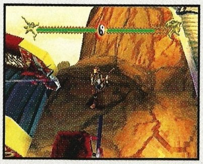
T'ai Fu

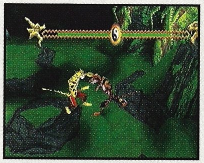
Go get 'em, Tiger!

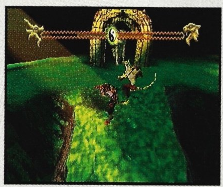
T'ai Fu, developed by DreamWorks Interactive, takes key elements from the fighting and platform game genres to create a unique 3D action/adventure game. Players assume the role of T'ai, lone survivor of the Tiger lineage, who must restore balance in ancient China by vanquishing enemy clans and, ultimately, the ominous Dragon Master. The entire story unravels through 20 levels of 3D environments including bamboo forests, swamps and temples. T'ai will be able to freely move about in the game's top-down isometric perspective while fixed camera angles (*a la* Tomb Raider) offer the most practical view in any given situation. T'ai Fu will boast an impressive array of real kung-fu styles and players will have access to more than 100 moves and combos. Also instrumental to T'ai's arsenal of tricks is "Chi"—the ability to channel the powers of nature (fire, earth and lightning) into a variety of deadly attacks. While still in its early stages, T'ai Fu shows potential as an adventure game with a fighting engine that's more than just an afterthought. Now DreamWorks Interactive faces the precarious challenge of balancing the two elements to create a game palatable for fans of both genres.

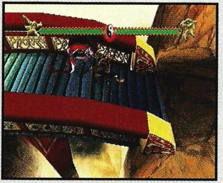










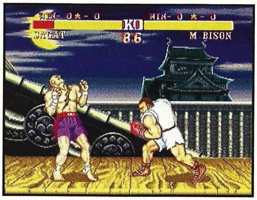


The huge 3D environments reflect the mystery of ancient China. One of the mysteries is probably this kung-fu Tiger you're walking around with.

Theme	Compilation	**# of Players**	1-2
% Complete	90	**Availability**	November
Publisher	Capcom	**Developer**	Capcom

Street Fighter Collection

The grandaddies of fighting games revisited



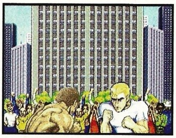
Relive the thrill of Street Fighter Champion Edition when you first were able to play as the Boss characters from the previous version.

When you have a formula that no one can touch, you're not likely to change it too much. Going back to these fighting classics reveals how true the above statement is. Although the latest crop of SF derivatives have different "features" to distinguish itself from its predecessors, this collection reminds us that Capcom has never strayed too far.

The disk starts off with the second game in the Street Fighter series (the first was an interesting, but ultimately unplayable footnote) and it's aged pretty well. Street Fighter II still plays great, although the speed is fairly slow and you can only choose from the original eight world warriors. Next up is Street Fighter Champion Edition which lets you play as the four Bosses as well as implementing gameplay tweaks and balances. Last, but not least is what many purists consider to be the seminal work of the early set, Street Fighter II Turbo. The speed of this version loudly stated that this is for the hardcore SF audience only. It can be said that this is where SF peaked because it no longer attracted the casual gamer. They'd be crushed quickly. Now you can relive those thrilling days!

As an added bonus, each game has a Practice Mode and supplemental material like artwork and notes. There is also a hidden secret that you can unlock for each game by beating that particular game with no continues. You won't know how rusty you are at these classics until you try to unlock them! Classic and collectable.

E.HONDA
CHUN LI
21



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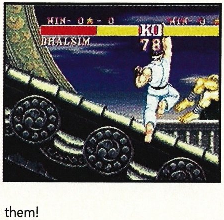
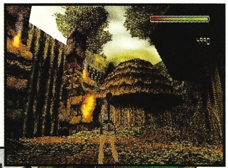


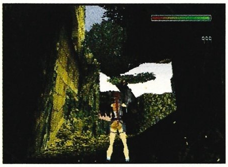
Theme Adventure	**# of Players** 1
% Complete 75%	**Availability** November
Publisher Eidos	**Developer** Core Design

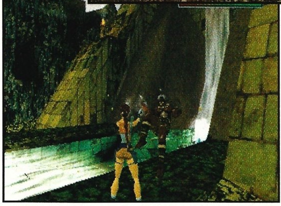
Tomb Raider III

Eidos does their best to improve Lara and her assets



Here we see lovely Lara, mesmerized by fires burning down the village.

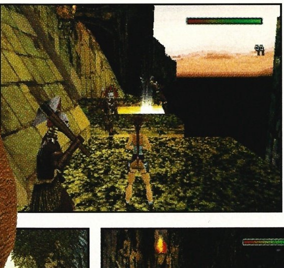


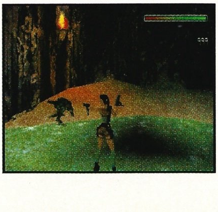


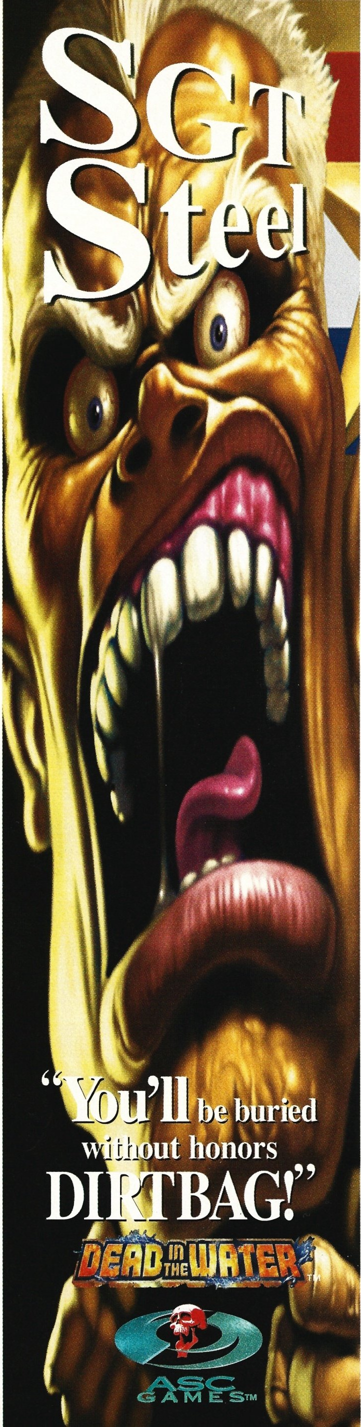
Tomb Raider III is inching ever so closer to completion, and Eidos is releasing more and more tidbits regarding the latest of Lara's adventures.

So what's new about this one? First and foremost, the chief improvement in Tomb Raider III is that its game engine has been entirely developed with the PlayStation's capabilities in mind. Previous incarnations of Tomb Raider were always developed with the PC in mind, but Tomb Raider III will be built around the PlayStation's strengths. So far, we can tell that this means that there will be more special lighting effects, transparencies, better character animation and Dual Shock/Analog support among other things.

But really, pictures speak louder than words at this point, so instead of droning on, we're gonna sit quiet and let you take in these pictures. *OPM* will have a full Tomb Raider blowout next issue, and hopefully these images will keep you at least somewhat content until then!



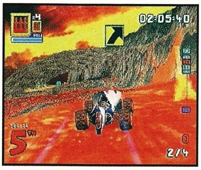



SGT Steel
"You'll be buried without honors DIRTBAG!"
DEAD IN THE WATER
ASC GAMES

Theme Racing	**# of Players** 1-4
% Complete 60%	**Availability** September
Publisher Ubi Soft	**Developer** Vivid Image

S.C.A.R.S.

Micro Machines with a WipeOut sensibility

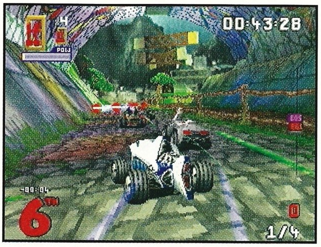


Amazingly, fire has no effect on your car. No damage or slowdown. Ain't technology grand?

Wacky or unusual racing games are most often hit-or-miss. Usually the developers will focus on all the wacky accouterments and forget to make the game itself enjoyable. S.C.A.R.S. appears to be one of the lucky ones, focusing on handling and other fundamentals of gameplay without sacrificing the fun factor.

You'll begin the game with a relatively small selection of vehicles, but as in most racers you'll earn more as the game progresses. There are four speed difficulties for you to conquer, and each car requires a different strategy to succeed. The cars have animal motifs like Shark or Rhino, which are used as a sort of shorthand for their individual handling characteristics. There are icons strewn across the tracks which grant both power-ups and weapons, allowing you to jazz up your own vehicle while tearing your opponents' to shreds. Some items are even combinations of the two, able to power up before being launched at hapless opponents. The tracks are quite colorful and range from your average jungle-type levels to colorful multi-environmental tracks. There are usually multiple paths to discover, both shortcuts and goodie-laden paths to power. A multiplayer option rounds out the features, which should be a blast. We're looking forward to a review version to find out for sure.

If wacky racers are your bag, you should definitely be on the lookout for this title.



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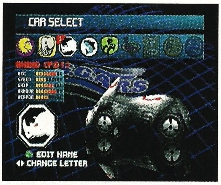

Theme Racing	**# of Players** 1 - 4
% Complete 85%	**Availability** October
Publisher 989 Studios	**Developer** Universal

Running Wild

Race the wild kingdom

If you think you've seen every kind of racing game imaginable, think again. 989 Studios is preparing to release Universal Interactive's unusual Running Wild, which features all sorts of bizarre animal characters going head to head in a race to the finish—on foot!

With its extremely cartoonish characters and environments (not to mention the surprisingly simple gameplay), Running Wild is obviously aimed at a younger audience than your average racer (which is probably why they nixed the game's original title, "Freakin' Fast"). Nevertheless, the game does include some unusual elements. As in other cartoonish racers like Street Racer or Motor Toon Grand Prix, the players can pick up power-ups to affect their own performance or hinder their enemies'. Running Wild adds to these such unusual power-ups as the Mud Bomb or Ice Bomb, which change the surface of the entire level to, well, mud or ice.

Players will also find racing standards like the turbo arrows, which give your character a short, but significant, speed boost. You'll often find these placed just before a large jump—you'll be getting lots of air in this one, especially on the desert level.

As the player advances through the difficulty levels, the action gets significantly faster, making familiar tracks suddenly seem much more challenging and adding some replay value. Watch for this one, racing fans, if you're in the mood for something a little different.

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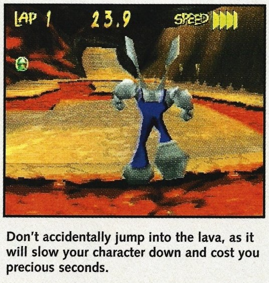
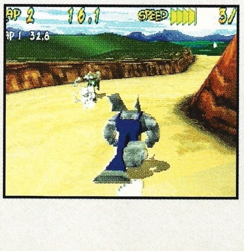
28.6
SPEED
4/6



Don't accidentally jump into the lava, as it will slow your character down and cost you precious seconds.

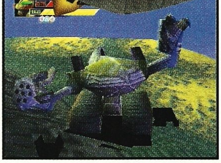
AP 2
16.0
SPEED
2/
P 1 33.3



Theme	Strategy	**# of Players**	1-2
% Complete	75%	**Availability**	September
Publisher	Eidos	**Developer**	Crystal Dynamics

The Unholy War

An innovative game with a classic lineage

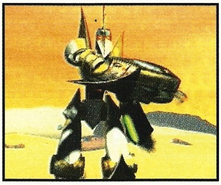


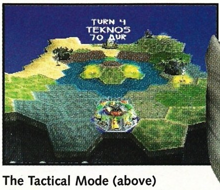
When the designers of Star Control I and II get together with the co-designer of Archon to work on a new game of strategy and melee combat, those who know their classic games don't need to be told to pay attention. That's just what's happened with Crystal Dynamics' The Unholy War, and the results appear as promising as you'd expect.

Players take the role of one of two warring tribes, the magic-using Arcanes or the cybernetic Teknos. The primary mode of play is the Combat Mayhem Mode, where players go head to head against a friend or the computer, working their way through a team of seven characters until only one side is left standing. Each character has a "home field," so there are an impressive number of 3D arenas in which to do battle, each one with environmental elements which can help or hinder the players.

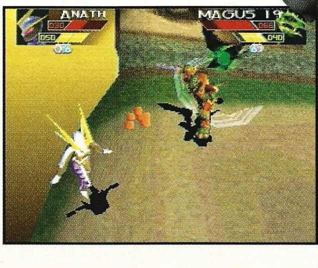
In addition to this basic mode, the game also includes Combat Tactics Mode, which adds an element of strategy as players work their way around a large hexed map to try to wipe out their opponent's base. Additional skills arise in this mode, from long-range attacks to healing powers, but you'll need to manage your cash wisely. And players also have the option of enlisting additional characters to join the battle.

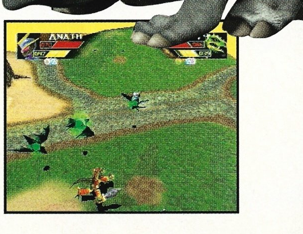
Certain to be one of the more original games of the fall season, The Unholy War mixes one-on-one combat with old-school strategy, with more than satisfactory results.

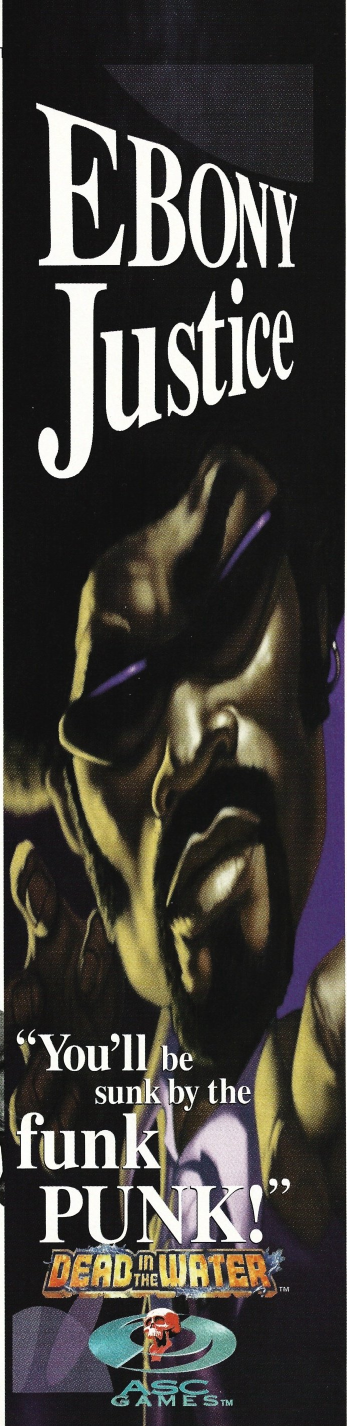




The Tactical Mode (above) allows for long-range attacks as well as purchasing new units.





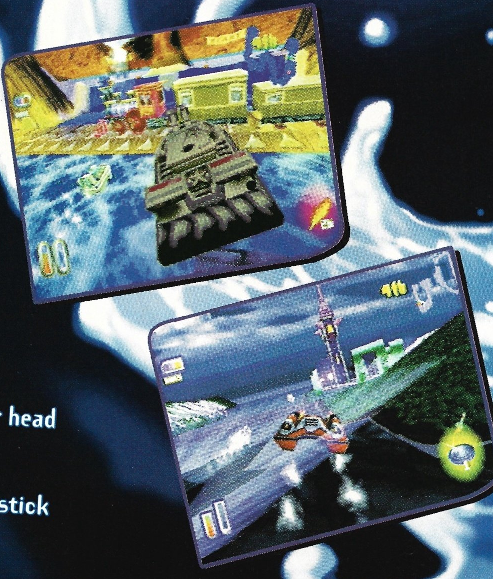


DEAD IN THE WATER™

LIVE FAST . . . DIE WET

"I WILL destroy you in the Battle mode ....
I WILL destroy you in the two player split screen mode....
I WILL destroy you in the combat cable link mode ....
I WILL DESTROY YOU MAGGOT !"
-SGT.Steel

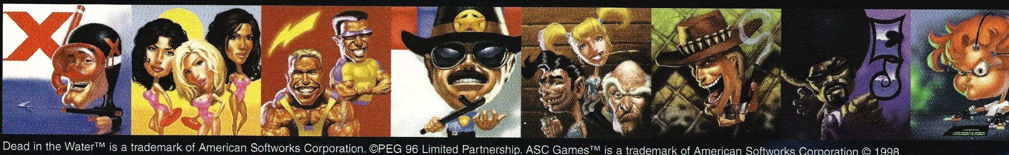
"When the flag goes down baby
your gonna feel the funk of my
Disco Fever Ray , You'll be
hearin' "Stayin' Alive" til' ya die"
-Ebony Justice



"I will continually upgrade my sinister
hearse boat and weapons to extreme
necropotent porportions and your
weak pale flesh will ROT IN PIECES"
-Dr.Graves

"Look here Son, I WILL use your head
as an anchor and your butt
as a seat cushion"
-Officer J.B.Nightstick

"We're like totally prepared to like
race and win on like all umm... 9
courses , ya know ? so like totally get
outta our way"
-Brandi,Mandi & Kandi



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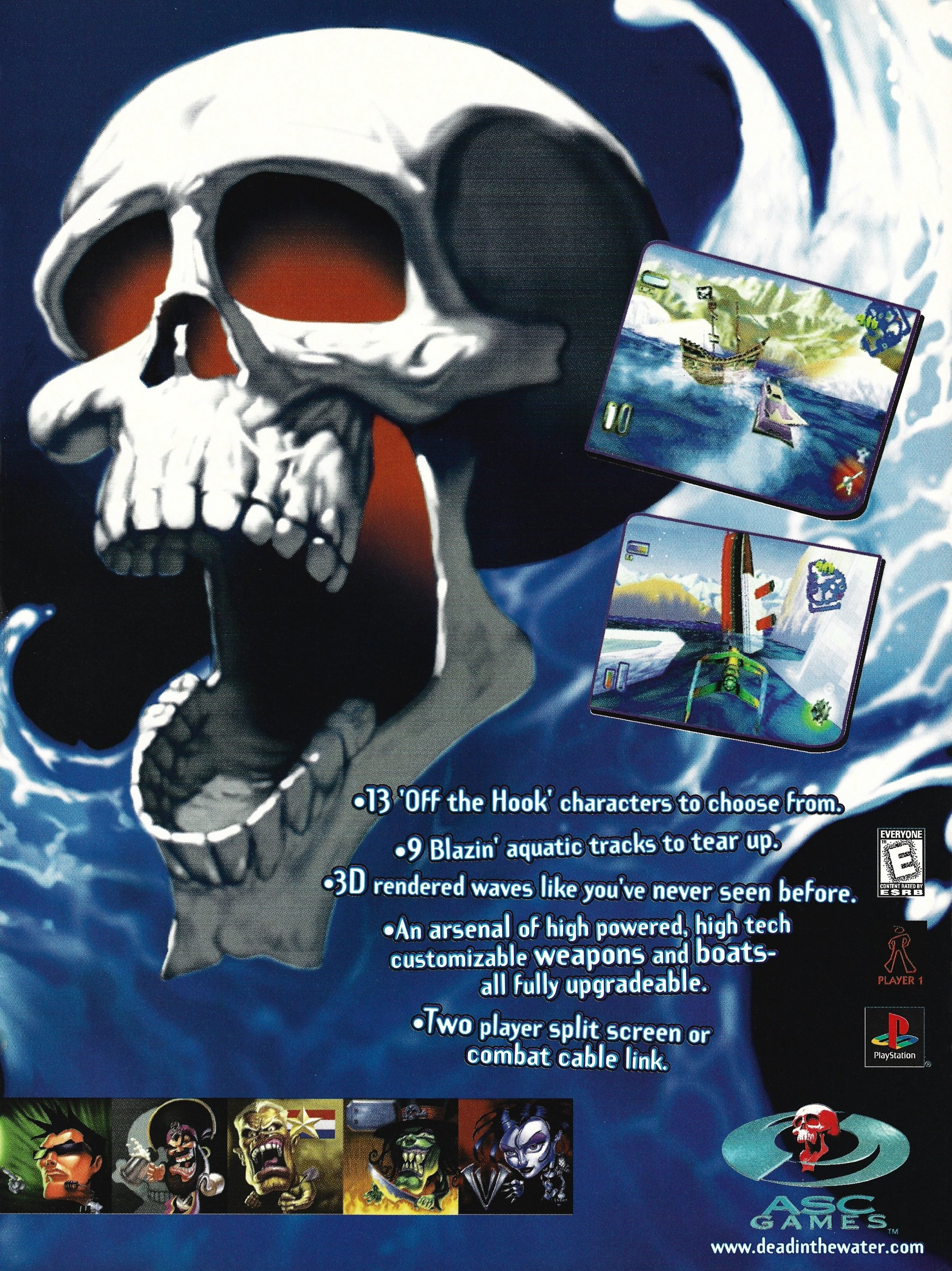

EVERYONE
E
CONTENT RATED BY ESRB
PLAYER 1
PlayStation
ASC GAMES ™

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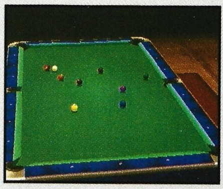
- 9 Blazin' aquatic tracks to tear up.
- 3D rendered waves like you've never seen before.
- An arsenal of high powered, high tech customizable **weapons** and **boats**- all fully upgradeable.
- **Two** player split screen or combat cable link.

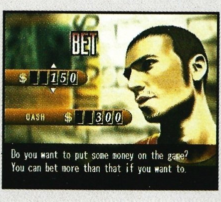
www.deadinthewater.com

Theme	Sports	**# of Players**	1-2
% Complete	90%	**Availability**	December
Publisher	Activision	**Developer**	ASK/Ornith

Pool Hustler

Hustling is serious work



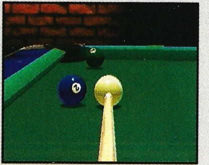


Do you want to put some money on the game?
You can bet more than that if you want to.

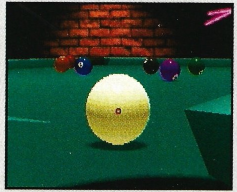
A pool simulation must do one thing flawlessly and that is to convey the proper ball physics of the ball in relation to the cue, the table surface and other balls. Fairly confident of the ability to meet those guidelines, Pool Hustler adds a couple more "realistic" touches like wagering and opponent interaction.

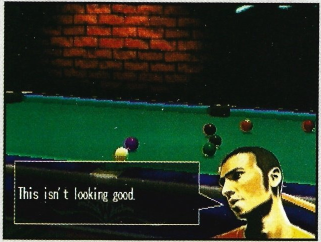
Although it sounds gimmicky, it's definitely something that enhances and enforces the atmosphere of the seedy underbelly of pool halls. During the game you'll travel through different parts of the country facing a total of 12 characters who each has his/her own playing style, skill level, taunts and betting strategies. You can choose from several modes of play including Story, Two-player, Trick Shot, Lesson, Bowliards and Practice. Pool Hustler promises to incorporate the latest and greatest physics engine to ensure the accuracy of their calculations which should translate to a solid pool experience.

To get you into the proper mood for pool hustling, there is an FMV introduction of an expert player pulling off some amazing shots. Although you'd be hard-pressed to ever pull off these shots in real life, you'll have to figure out how to do it in the Trick Shot Mode. Side Pocket fans will feel right at home. The only things that seem to be lacking so far are selection of varying tunes and more control options on your shot. Look for Pool Hustler to make its way to you this holiday season.



Your opponents will often comment on the match to add authenticity to the proceedings.



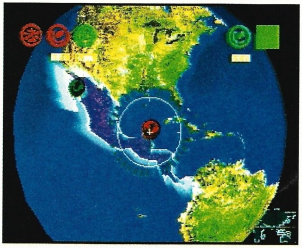


This isn't looking good.

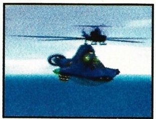
Theme	Strategy	**# of Players**	1
% Complete	75%	**Availability**	November
Publisher	Psygnosis	**Developer**	Psygnosis

Global Domination

The perfect gift for your megalomanical loved one



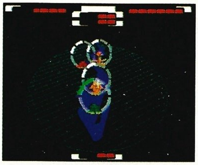
The player can rotate this global map at will to snoop on enemy activities and access player-owned territories with ease.

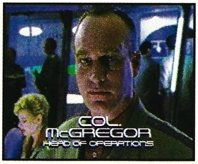


Psygnosis is prepared to give power-hungry gamers a reason for more delusions of grandeur when it releases its unique real-time strategy game Global Domination. Described by the company as "Risk meets Missile Command," Global Domination takes the RTS genre to a whole new level.

Players begin with control of Central America, and it's not long before it comes under attack by two other international alliances. Defend it satisfactorily and you'll be able to answer the attack. Succeed and you have control of the resources of the country you defeat.

In some ways, the game truly does resemble Missile Command, only in 3D. The primary game screen is a free-rotating globe, allowing players to take a look at the activities of other countries at any given time. Of course, you can also zoom in for a more detailed tactical view of the action.





The game includes 20 standard missions, each with a full-motion video introduction which actually features some adequate acting. (That's *"some"* adequate acting....) In addition, players can design their own scenarios, as well as undergo various degrees of training.

Unfortunately, the game isn't slated to have any sort of Two-player Mode at all. It would seem that this sort of game would be ideal for even split-screen play, but no dice. Still, it's an interesting departure from the Command & Conquer clone school of RTS. We're looking forward to a more complete version.

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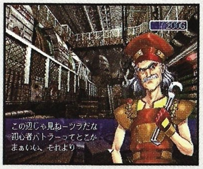
Theme Strategy	**# of Players** 1-2
% Complete 85%	**Availability** October
Publisher Jaleco	**Developer** Jaleco

Dragon Seeds

Nurture and care for your monster, and then make it fight to the death!



この辺じゃ見ねーツラだな
初心者バトラーってとこか
まぁいい、それより

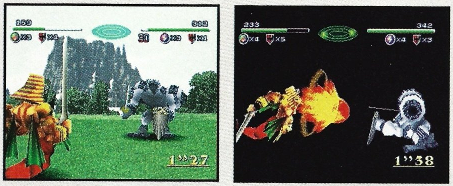
You'd almost think you were in an RPG, with all the towns you need to visit to maintain your monster.

If anyone thought the "virtual pet" craze was slowing down, think again. Evidently, gamers in Japan just can't get enough of these types of games, and many of them are making their way to America. Fans of Monster Rancher will certainly want to take a long, hard look at Dragon Seeds, Jaleco's first entry into the increasingly crowded genre.

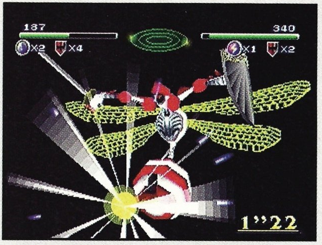
Dragon Seeds lets you breed more than 150 different monsters (not just dragons!), including stone golems and giant bumblebees. Using Dragon Seeds' unique monster generator, the game scans whatever memory saves you have on the card currently inserted in the PlayStation and creates a monster from the data found. Additionally, you can save your dragons and monsters and bring your memory card over to a friend's house and compete against each other in an Arena Mode.

The combat environment is considerably more structured than other games of this kind, with a wide variety of actions your monster can perform. Your creation can dodge, advance, retreat, use a reflector shield, attack with a hand-held weapon and use a special attack. You can also use the "provoke" command to goad your opponent into a foolhardy move.

The rest of Dragon Seeds is reminiscent of Monster Rancher in that you travel to different locations to upgrade your monster's equipment, (i.e., shields, swords, etc.), generate new creatures and sell off unwanted ones as well (how sad). Fans of Monster Rancher waiting for a sequel may want to investigate Dragon Seeds when it hits the United States this fall. If it lives up to its promise, Rancher fans may never look back.



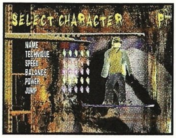
Battles take place *mano a mano*, or, monster to monster, in a very familiar perspective.

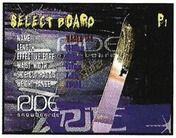


Theme Sports	**# of Players** 1-2
% Complete 30%	**Availability** November
Publisher Accolade	**Developer** Pitbull Syndicate

Big Air

The avalanche of snowboarding games continues



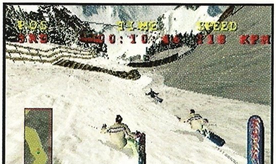


If there's one segment of gamers that are going to be in heaven this fall, it's those who like snowboarding games. Accolade, a company not generally known for games like this, is the latest company to don their winter coats with Big Air.

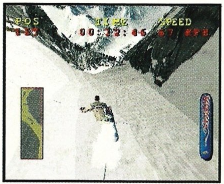
Obviously, with the impending glut of competition on the way, Accolade needs to find something to make Big Air stand out from the pack. Right now, it appears that extensive licensing may be the trump card they are looking for. From snowboards you can choose to use in competition (Ride, Morrow, Arbor) to music played during each race (Tantrum, Diesel Boy, Caustic Notions), Big Air has some recognizable names behind it.

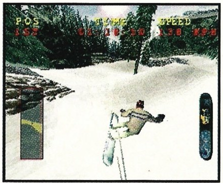
While all of these things are in the early version of the game we tried, only a few of its five modes (Big Air, Free Ride, Bordercross, Slalom and Half Pipe) were playable. These modes take place on 30 different 3D-rendered tracks, and the ones we sampled seemed well-designed, thanks to some different paths and wicked slopes. To negotiate the icy routes, your snowboarder has an array of moves that he/she can do such as jumps, tucks, four different grabs, backflips and 360s. Of course, many of these aren't necessary, but are merely used to showboat. It shouldn't be too hard to pull off many of the moves—the control seemed very smooth, especially when using the analog stick.

Hopefully the rest of the game turns out to be just as slick when it comes out in November.

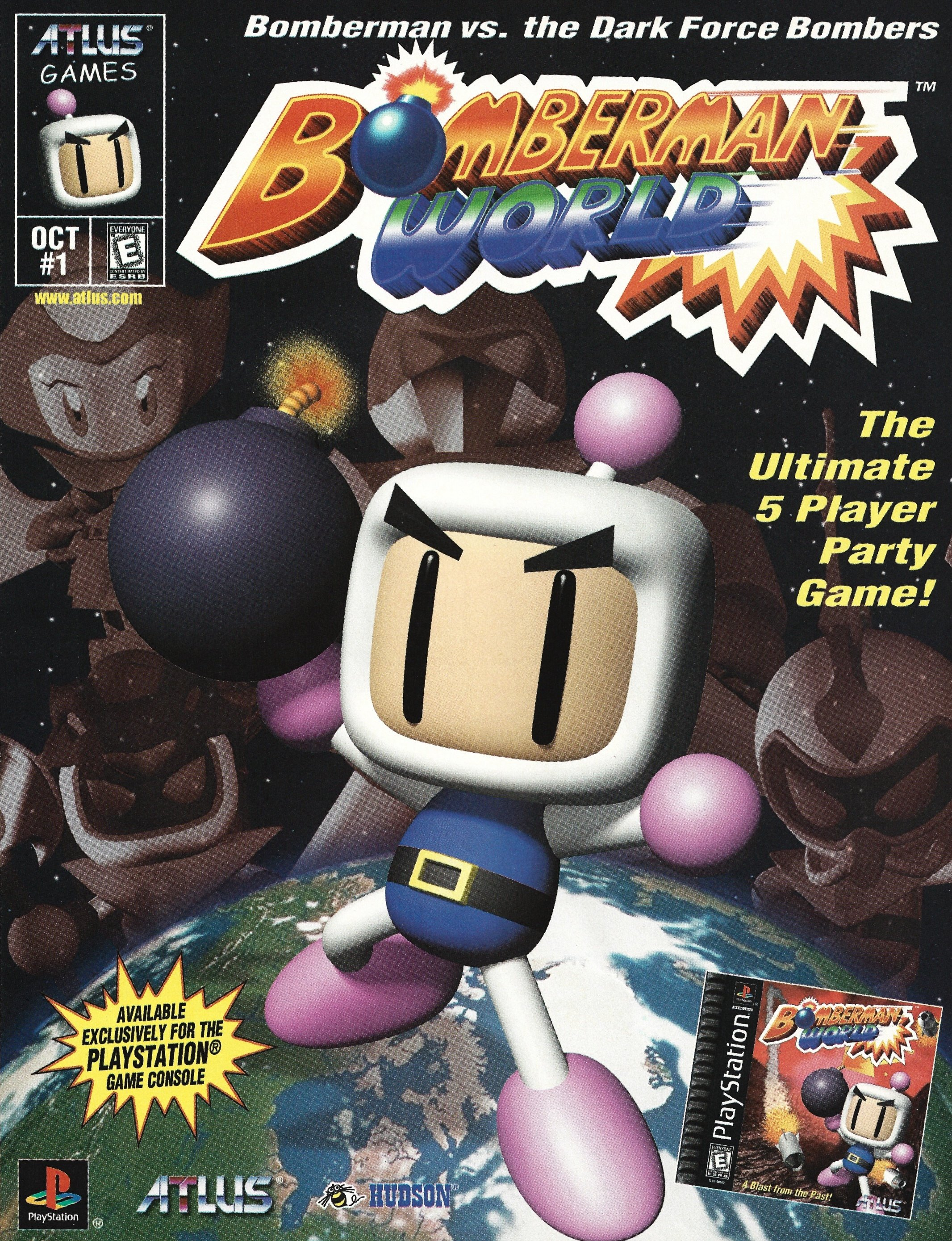


In the bordercross, you can expect some tough competition on the slopes.





Bomberman vs. the Dark Force Bombers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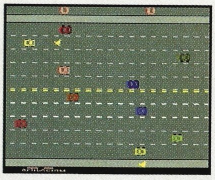
Theme Compilation	**# of Players** 1-2
% Complete 90%	**Availability** October
Publisher Activision	**Developer** Activision

Activision Classics

Are Atari 2600 games as fun as you remembered them to be?

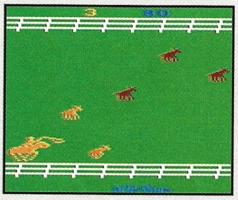
Activision was the first third-party console game company in the history of video games. In fact, Atari tried to stop them from making games for the Atari 2600 after programmers left Atari to start the fledgling software company.

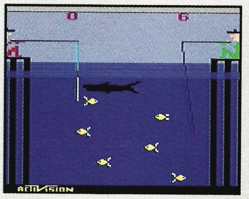


Obviously, they weren't successful in stopping Activision, and the rest was history.

In those days, Activision's games were revolutionary, especially aesthetically. Up until now they were just fond memories. Priced at $29.99, Activision Classics is poised to give you "30 memorable, best-selling favorites" (see sidebar for complete list) from their long library of 2600 games at the cost of roughly a buck a piece. In an effort to make them worth your while, Activision promises perfect emulation (gee, we hope the PlayStation can handle it!) of each game, including all of its modes and nuances. It's hard to believe it was so long ago.

Kaboom! was one of Activision's most popular games.





30 Classics For About a Buck Each

- Atlantis
- Barnstorming
- Boxing
- Chopper
- Command
- Crackpots
- Dolphin
- Dragster
- Enduro
- Fishing Derby
- Freeway
- H.E.R.O.
- Ice Hockey
- Kaboom!
- Keystone Kapers
- Laserblast
- Megamania
- Pitfall!
- Plaque Attack
- River Raid
- River Raid 2
- Sea Quest
- Skiing
- Sky Jinx
- Spider Fighter
- Stampede
- Starmaster
- Tennis
- Title Match

Theme Action	**# of Players** 1
% Complete 60%	**Availability** November
Publisher Activision	**Developer** Neverhood

Apocalypse

Apocalypse, Armageddon, what's next for Willis?

In Apocalypse, players assume the role of Trey Kincaid (Bruce Willis) in their quest to defeat the Four Horsemen of the Apocalypse (Death, Plague, War and The Beast) before they destroy humanity. The game's plot is revealed through 10 minutes of cutscenes that are dispersed throughout the game's eight levels.

Much of the gameplay involves running, jumping, rolling and dodging around dark and futuristic 3D worlds as Willis mouths off the sort of phrases you'd expect from him. The game is best described as a cross between One and Tomb Raider since you watch the action from behind Willis. But occasionally the camera moves around to put mild twists on the gameplay. Either way you slice it, most of Apocalypse has you disposing of various monsters—some gun-carrying, some not—that are scattered liberally throughout the levels. There are 12 different weapons to be found (the Flamethrower and Beam Weapon are very impressive), and they are fired by pressing the button corresponding to the direction you wish to fire in (*a la* Robotron). If you have a Dual Analog controller you can use one analog stick to move and another to fire, enhancing aiming and game control considerably. The game is designed with this type of control in mind, and many parts of the game resemble an updated version of Robotron.

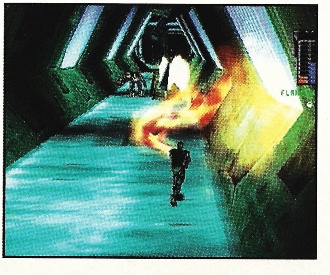
With such curious game mechanics and incredible starpower, it will be interesting to see how successful Activision ultimately fares at blending those two elements together in Apocalypse. Hopefully it will have been worth the long wait.

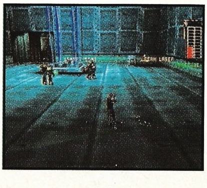
Reconstructing Bruce

After the initial playable demo of Apocalypse was shown over a year ago, Activision decided to redesign the game to improve it while getting more bang for their buck out of Willis.

Previously, Willis was merely a wise-cracking sidekick who followed the character who you controlled. But now (as you can see) you control Willis and he's the centerpiece of the action.

The Flamethrower is a great example of Apocalypse's excellent weapons effects (below).





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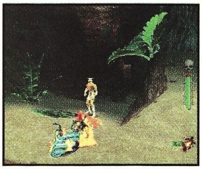
PlayStation

Theme	Adventure	**# of Players**	1
% Complete	50%	**Availability**	November
Publisher	N/A	**Developer**	Crystal Dynamics

Akuji the Heartless

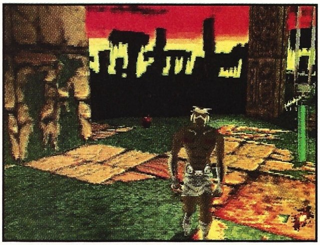
It's Gex gone Gothic!

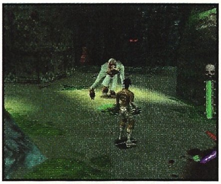


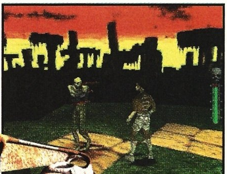
Most enemies will burst into flames during their death throes. This is the underworld, after all.

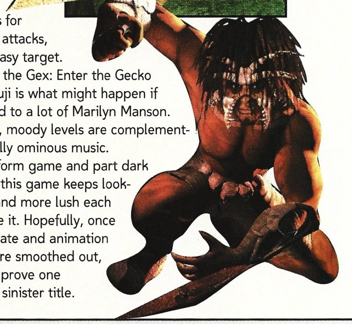
It's your wedding day, and peace is finally set to descend over the land of Mamora. Your father, a powerful emperor, has arranged this marriage with the beautiful daughter of the last opposing tribe to cement a lasting peace. Now all that's missing is you, the groom. Unfortunately, you're dead. Your brother, a voodoo priest, has ripped out your heart, and now you, Akuji the Heartless, must work your way out of the underworld by contacting your ancestors and opening a doorway into the land of the living.

Of course, it won't be as easy as it sounds. You'll need to work your way through endless-seeming 3D levels strewn with all sorts of environmental hazards. You'll face countless demonic creatures sent by your brother, from snake-men to skull-headed spiders, each intent on keeping you in the land of the dead. But armed with retractable claws for close combat and an arsenal of spiffy spells for long-range attacks, you're no easy target.









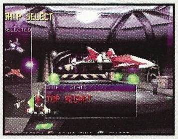
Based on the Gex: Enter the Gecko engine, Akuji is what might happen if Gex listened to a lot of Marilyn Manson. Huge, dark, moody levels are complemented by equally ominous music.

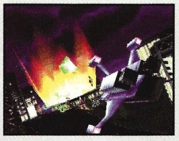
Part platform game and part dark adventure, this game keeps looking richer and more lush each time we see it. Hopefully, once the frame-rate and animation problems are smoothed out, this should prove one satisfyingly sinister title.

Theme	Action	**# of Players**	1
% Complete	75%	**Availability**	December
Publisher	GT Interactive	**Developer**	King of the Jungle

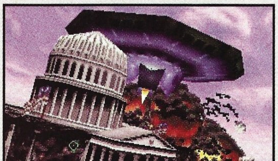
Invasion From Beyond

The aliens are coming! The aliens are coming!





Taking its cues from the old B-movies of the 1950s (with a touch of *War of the Worlds* thrown in for good measure), Invasion From Beyond, from GT Interactive and newcomers King of the Jungle, combines today's technology with classic, Defender-style gameplay.

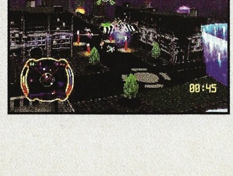


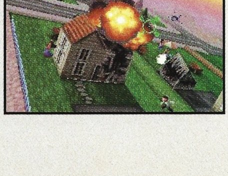
Missions take place in all manner of locales. The suburbs, U.S. farmland and Washington, D.C. all make an appearance. Heck, you can even play on the moon!

Offering more than 20 different missions with a wide range of objectives, from rescuing civilians to setting up ground-to-air defense forces, the game requires players to defend Earth from invading aliens. And while the premise may not be the most innovative, the graphics are some of the sharpest you'll ever see on the PlayStation, with rich light-sourcing and gameplay at an always-impressive 60 frames per second.

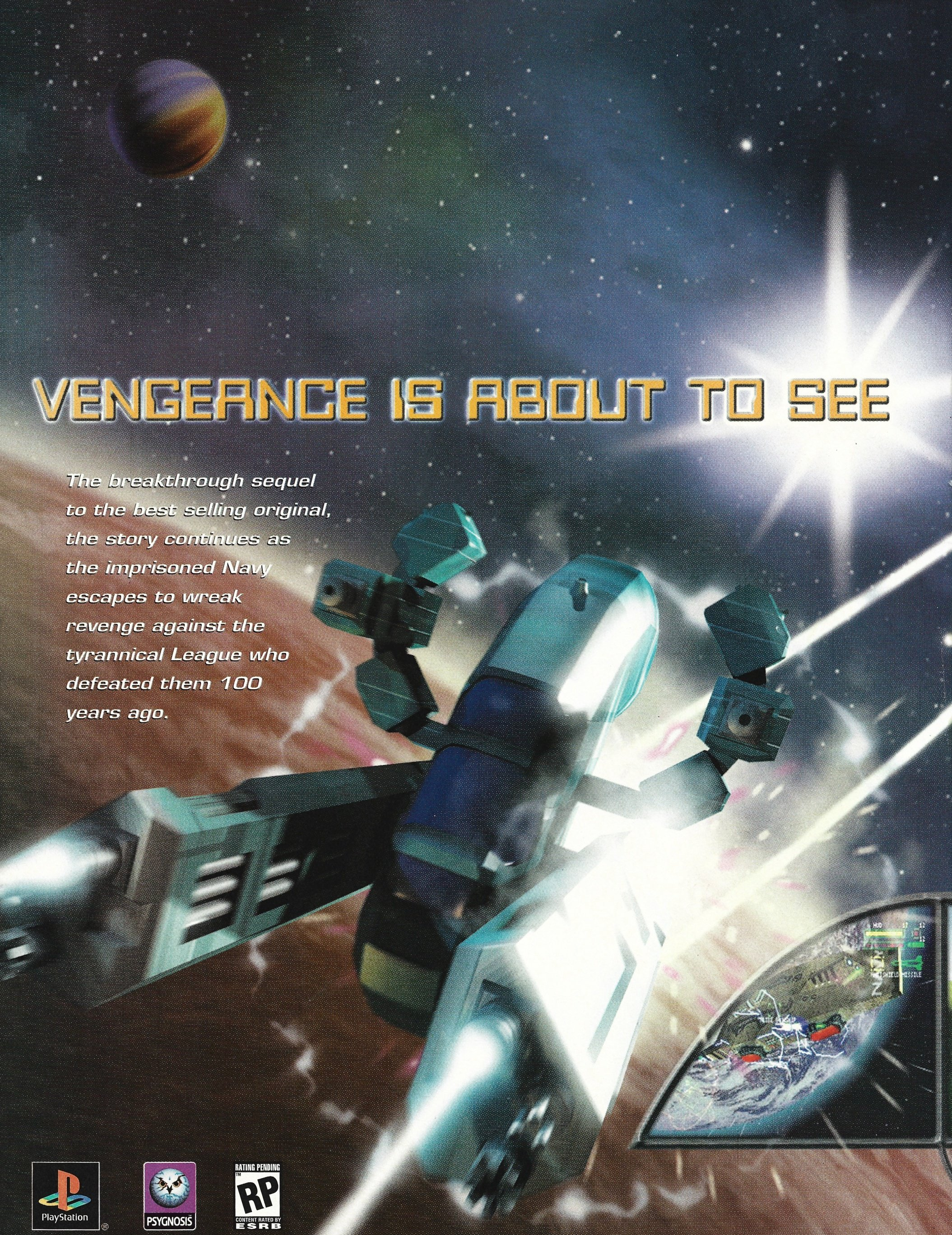
"Sixty fps is incredibly hard to maintain," says Stephane Koenig, Invasion producer and coder. "We had to develop some special tools and techniques to make sure the large amounts of texture data could be [handled] efficiently." Nevertheless, they're managing to pull it off, and the results look spectacular.

The game engine is similar to Vigilante 8 in that the action takes place on and over fully destructible landscapes (watch out for that church!), a level of interactivity that is always welcome. Invasion From Beyond could turn out to be one of the most surprising titles this Christmas.





IMPRISONED IN DARKNESS
A CENTURY AGO...


VENGEANCE IS ABOUT TO SEE

The breakthrough sequel to the best selling original, the story continues as the imprisoned Navy escapes to wreak revenge against the tyrannical League who defeated them 100 years ago.

PlayStation
PSYGNOSIS
RATING PENDING
RP
CONTENT RATED BY ESRB

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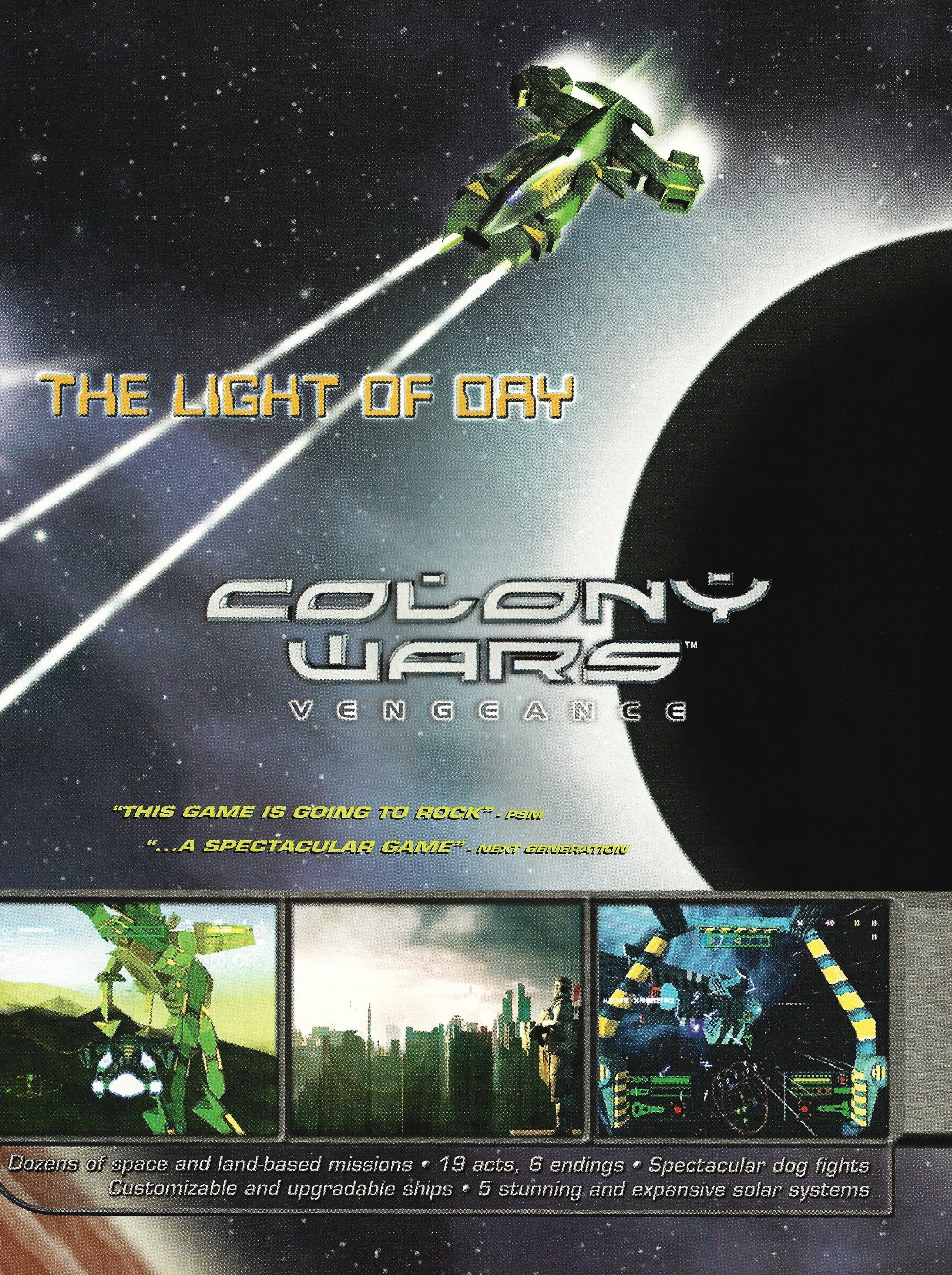

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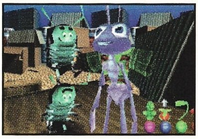
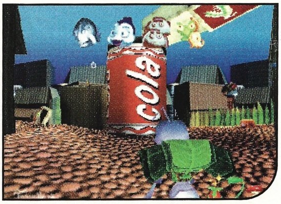
A Bug's Life

Theme	Action	**# of Players**	1
% Complete	50%	**Availability**	November
Publisher	SCEA	**Developer**	Traveller's Tales

Platform game veteran Traveller's Tales is developing the video game adaptation of the big-screen movie, *A Bug's Life*. The transition could be quite seamless since the movie is entirely computer graphics.

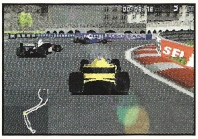


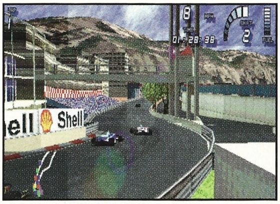


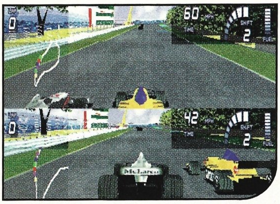
Formula 1 '98

Theme	Racing	**# of Players**	1-4
% Complete	75%	**Availability**	October
Publisher	Psygnosis	**Developer**	Visual Sciences

Europe's best-selling racing game is back, but with a new developer. Bizarre Creations has left the F 1 series of games to work on new things, so Visual Sciences is taking the helm. Let's hope they can handle it.



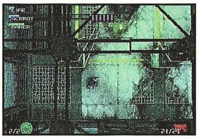


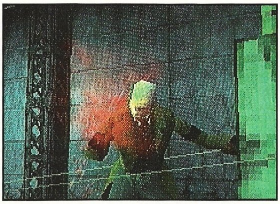


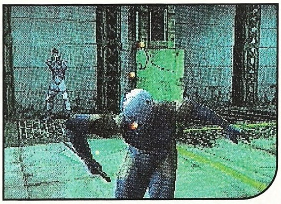
Metal Gear Solid

Theme	Action	**# of Players**	1
% Complete	85%	**Availability**	October
Publisher	Konami	**Developer**	Konami

Have we seen enough of this game yet? Of course not! A recent Konami visit left us salivating even more, capping this battle between Solid Snake and a marksman named Ocerot with a tantalizing glimpse of Ninja.



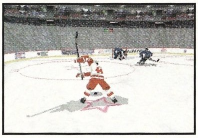


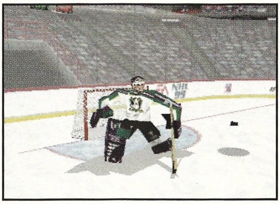


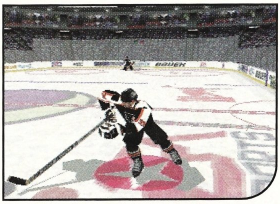
NHL 99

Theme	Sports	**# of Players**	1-8
% Complete	80%	**Availability**	October
Publisher	Electronic Arts	**Developer**	EA Sports

The hockey game that many consider as the best ever is almost ready to make its return. The 3D graphics will be better, and there will be Dual Shock support, but aside from that we don't know many other details—yet.



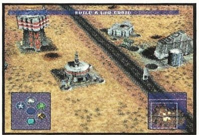


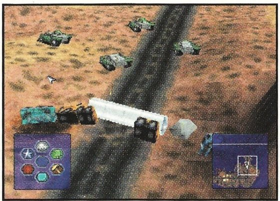


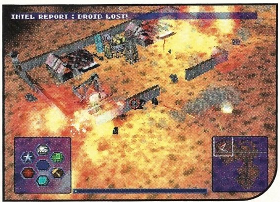
Warzone 2100

Theme	Strategy	**# of Players**	1
% Complete	50%	**Availability**	March
Publisher	Eidos	**Developer**	Pumpkin Studios

Strangely, there haven't been very many real-time strategy games on the PlayStation, even though they flood the PC market. Warzone is Eidos' 3D take on the genre, which would be first for games like this on the PS.







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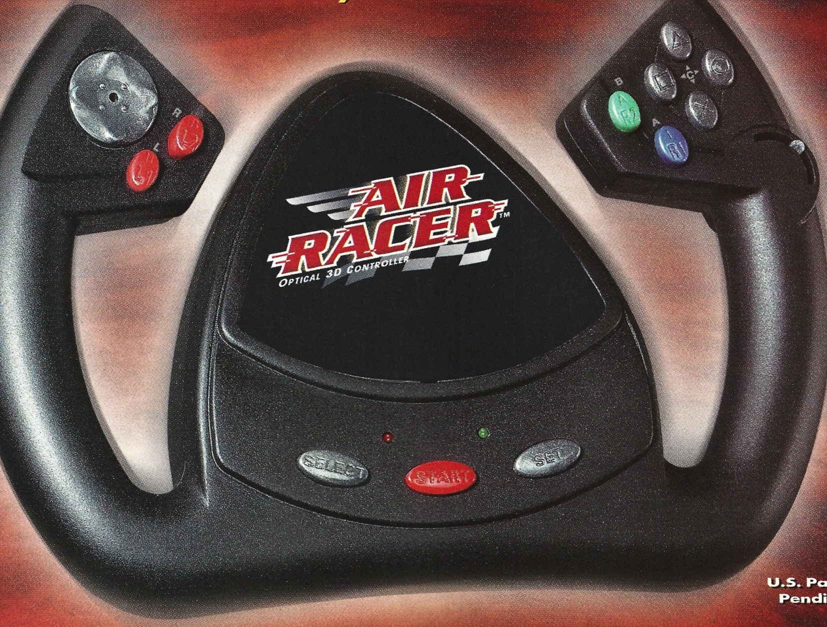
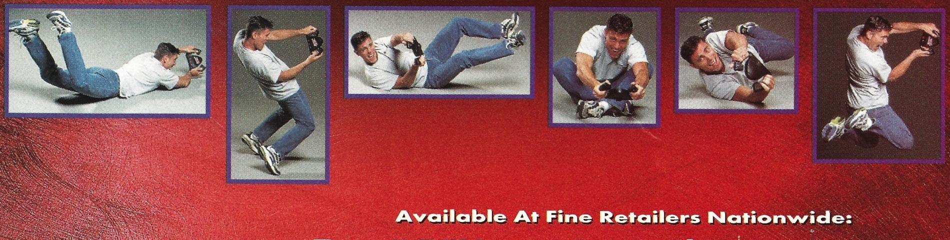


U.S. Patent
Pending

go vertical, veer right, jump hyperspace, all in mid-air with any action game



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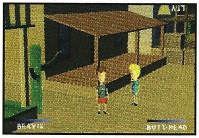
Previews

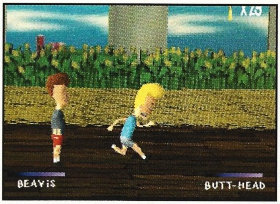
An early look at the games of tomorrow

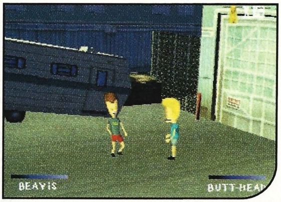
Beavis & Butt-head

Theme	Action	**# of Players**	1
% Complete	30%	**Availability**	November
Publisher	GT Interactive	**Developer**	New Level

The television show may be cancelled, but Beavis & Butt-head live on in the movies—and now a PlayStation game too. The big highlight will be controlling the characters' large vocabulary during gameplay set in 3D worlds.



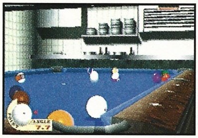


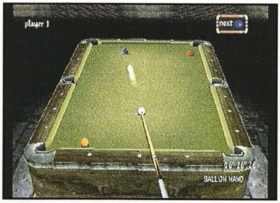


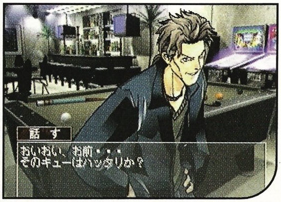
Backstreet Billiards

Theme	Sports	**# of Players**	1-4
% Complete	40%	**Availability**	November
Publisher	ASCII	**Developer**	Aargent

Pool games are making an incredibly strong video game comeback, and the latest is this one by ASCII. Play a quick game of pool, try making trick shots or get really involved with the game's riveting Story Mode.





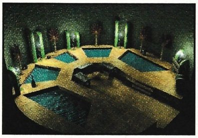


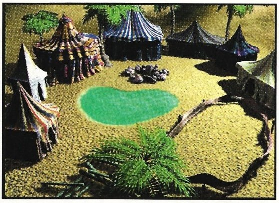
おいおい、お前・・・
そのキューはハッタリか？

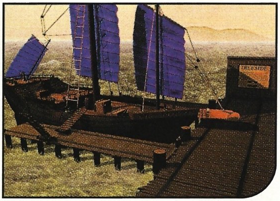
Shadow Madness

Theme	RPG	**# of Players**	1
% Complete	70%	**Availability**	February
Publisher	Crave	**Developer**	Craveyard

Using prerendered 3D backgrounds, Crave believes they have an RPG that plays as well as it looks. They assure us that its gameplay will be unique through stronger character interaction and development.



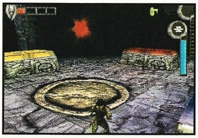


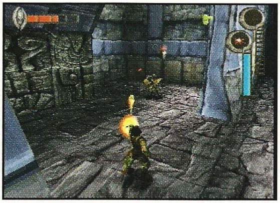


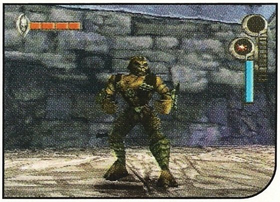
Small Soldiers

Theme	Action	**# of Players**	1-2
% Complete	30%	**Availability**	October
Publisher	Electronic Arts	**Developer**	DreamWorks

Twenty worlds, 16 characters, 10 weapons and a one-on-one two-player deathmatch between Commando Chip Hazard and his mortal enemy Archer the Gorgonite make this one of the most, uh, elaborate uses of a license yet.



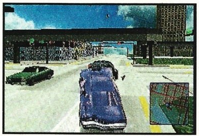


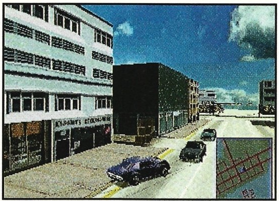


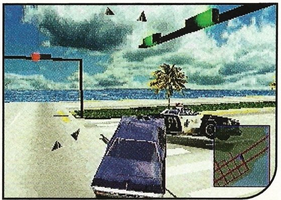
Driver

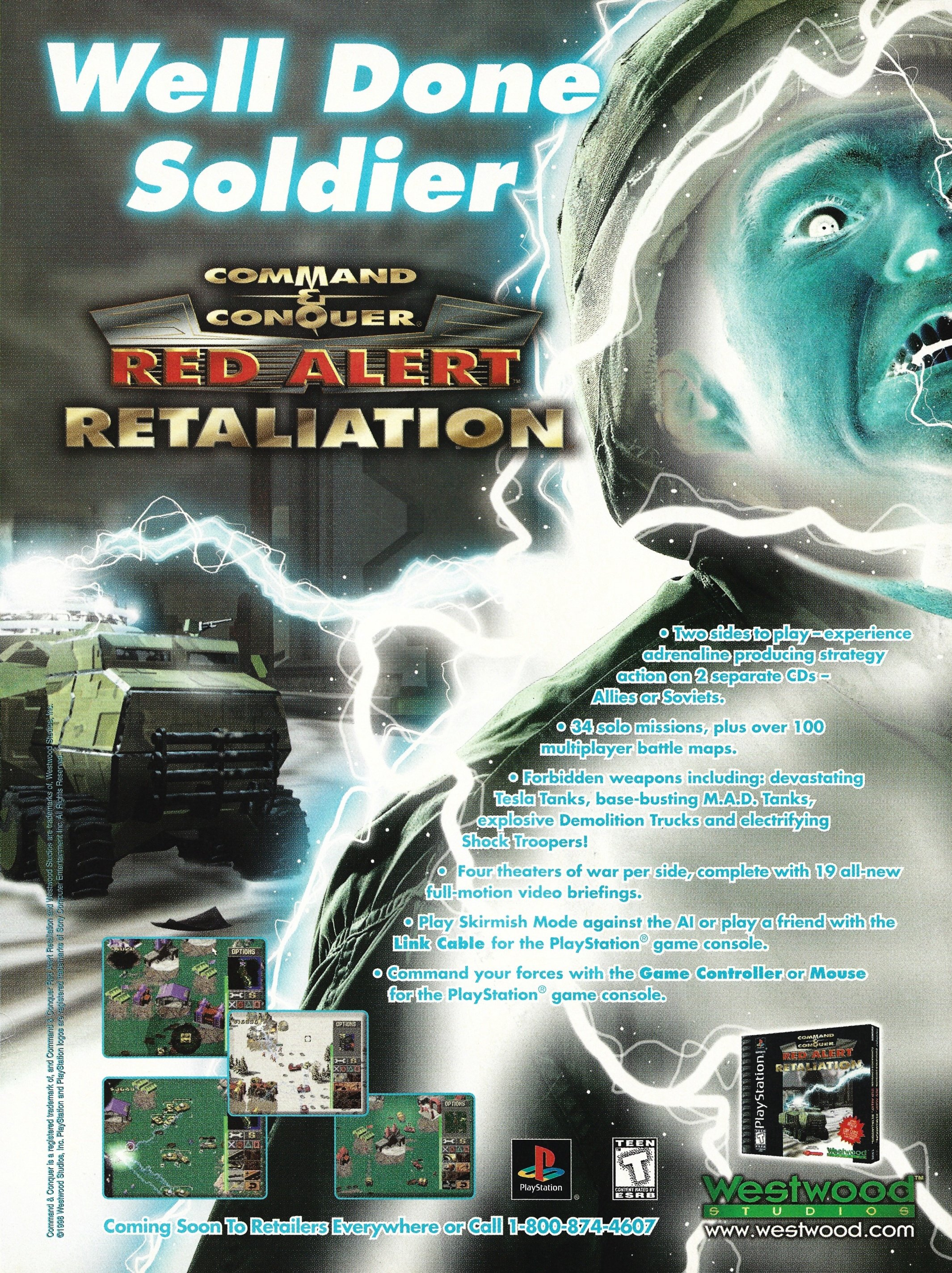
Theme	Sports/ Racing	**# of Players**	1
% Complete	30	**Availability**	1st Qtr. '99
Publisher	NA	**Developer**	Reflection

From the developers of the Destruction Derby series comes a racer that puts you in the role of a getaway driver. Pick up the robbers, then outrun the cops in locales like L.A., Miami, San Francisco and New York.





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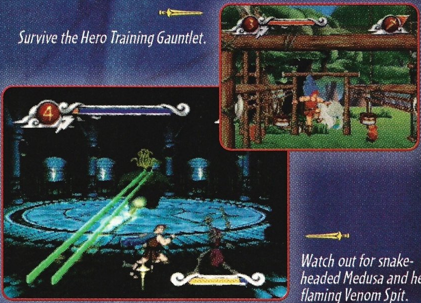
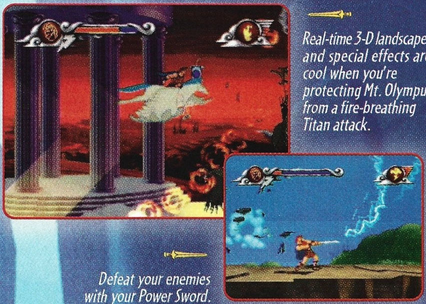


Survive the Hero Training Gauntlet.

Watch out for snake-headed Medusa and her flaming Venom Spit.



Real-time 3-D landscapes and special effects are cool when you're protecting Mt. Olympus from a fire-breathing Titan attack.

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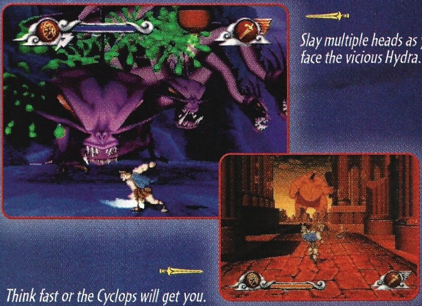

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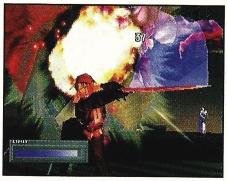
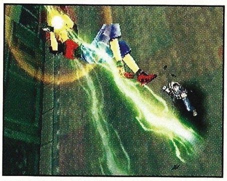
Theme	RPG	**# of Players**	1
% Complete	40%	**Availability**	Q1 99 (Jpn.)
Publisher	Square	**Developer**	Square

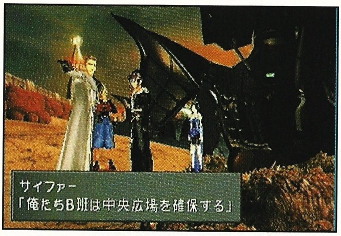
Final Fantasy VIII

More details on what could be the biggest PlayStation game of 1999

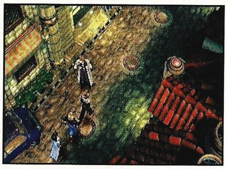




Both Squall and Zell have devastating special attacks that become available after they take a certain amount of damage. They look sweet!



スコール
「このあたりには敵が……」



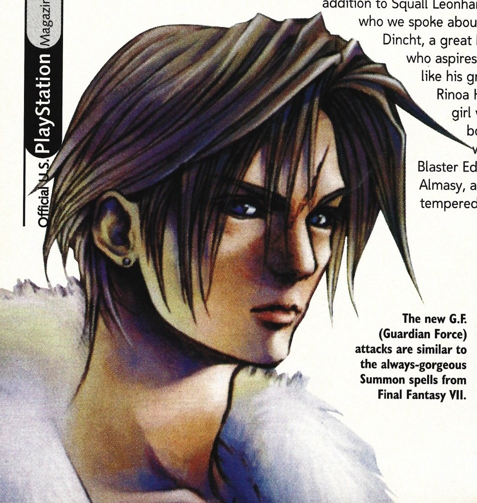
Back in issue 10, we brought you the first pictures and info of Square's upcoming RPG masterpiece, Final Fantasy VIII. Recently, we got our hands on the Japanese version of the FFVIII demo that comes bundled with Brave Fencer Musashiden, and now we're pleased to bring you our first hands-on report of what will likely become next year's biggest PlayStation game.

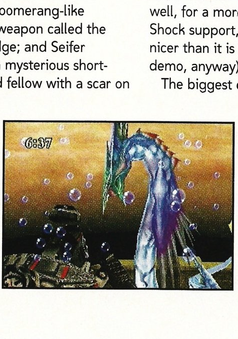
Although story information is still a bit sparse right now, Square has let out some key tidbits about stuff that mainly pertains to the demo. First and foremost is the mysterious place known only as "Garden." Garden is a private school for training soldiers in the world of FFVIII—a military academy where one of the game's main characters, Squall Leonhart, attends. To get into Garden, students simply have to be between the ages of 6 and 19. If they don't pass the graduation exam at some point between the ages of 15 and 19 however, they'll be expelled from Garden. Squall is worried about more than just graduating, though—he's training to be a member of SeeD, a special force that only accepts the absolute best and most talented youths from Garden.

The demo introduces three new main characters (in addition to Squall Leonhart and Laguna Loire, who we spoke about last time): Zell Dincht, a great hand-to-hand fighter who aspires to be a great soldier like his grandfather once was; Rinoa Heartilly, a cheerful girl with a slick boomerang-like weapon called the Blaster Edge; and Seifer Almasy, a mysterious short-tempered fellow with a scar on his face oddly similar to Squall's.

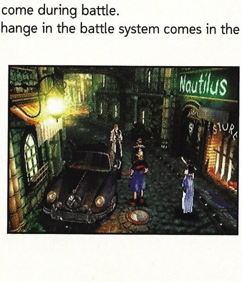
Gameplay-wise, FFVIII is similar to FFVII in a lot of ways. Obviously the graphics and especially the animation are much improved, but the overall style (polygon characters on prerendered backgrounds) remains the same. That's not to say FFVIII isn't without its innovations though. The demo alone, which is only about an hour long at best, reveals some very interesting gameplay aspects that are sure to keep fans of the series drooling for more when the demo hits the States later this year. For one, as we mentioned back in the July issue, you now see all of your party on the screen at once during the game (instead of just the main character). All of the characters are now texture-mapped as well, for a more realistic look. Aside from that and Dual Shock support, though (with analog control that's much nicer than it is in PE), the rest of the innovations (in the demo, anyway) come during battle.

The biggest change in the battle system comes in the

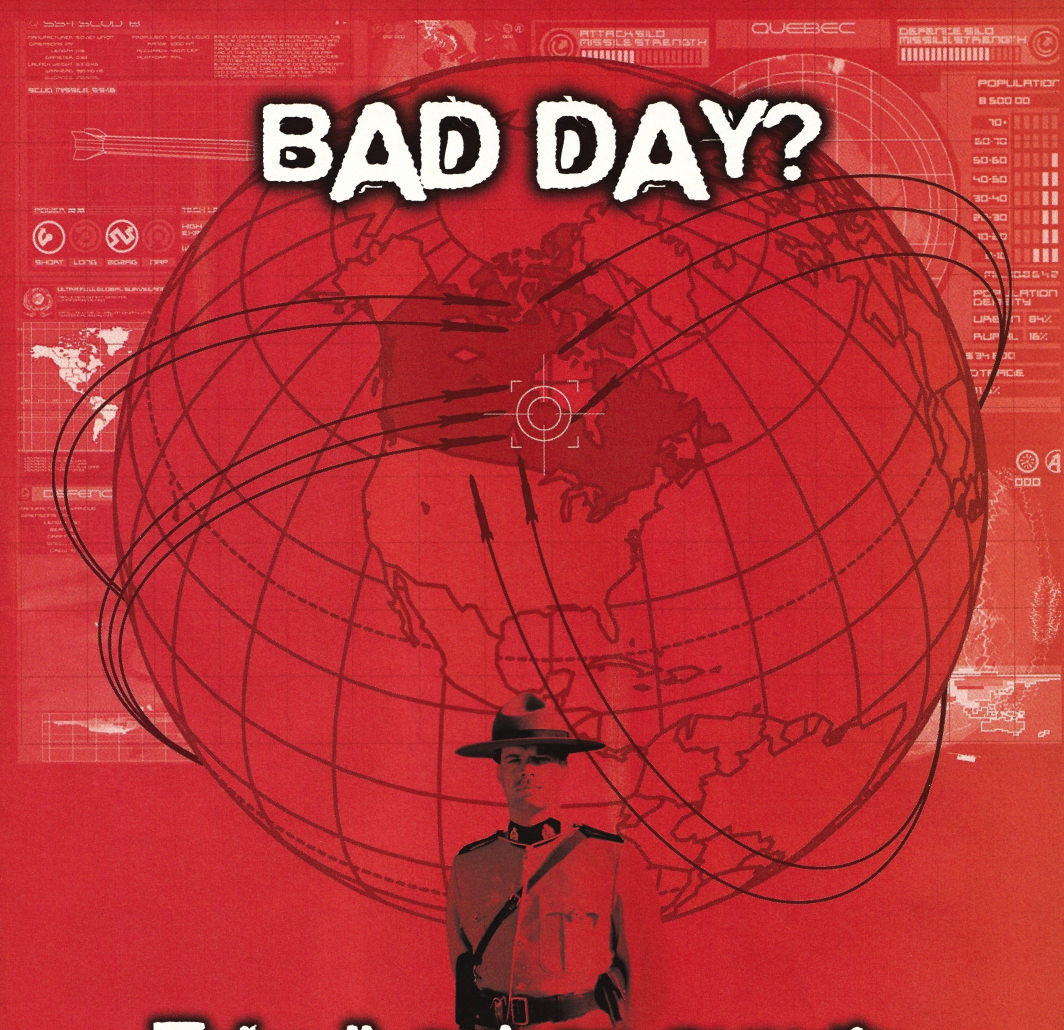




The new G.F. (Guardian Force) attacks are similar to the always-gorgeous Summon spells from Final Fantasy VII.



BAD DAY?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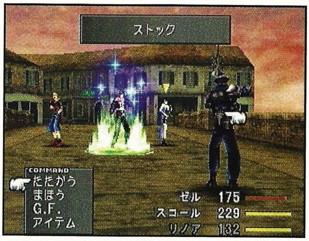
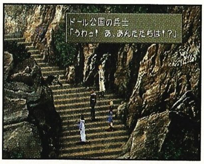
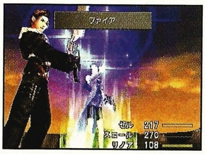
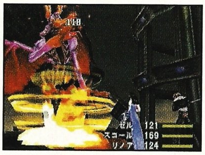
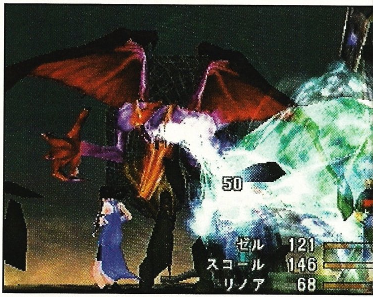




By choosing "Draw," you can draw magic from enemies and then "Use" the spells or "Stock" them for later use (above).







Although MP are no longer a factor, magic is still a key part of play (top). Enemies can dish it, too (bottom).

form of magic. In FFVIII, only select gifted individuals can use magic (Garden graduates), and magic spells are treated almost like items (you collect them individually, rather than just learning a spell and requiring MP to cast it). This leads to the new Draw/Stock system. Certain characters (like Squall and Zell in the demo) have a command called "Draw" in their Command Menu during battle. When Draw is selected, you can essentially steal magic spells from enemies and then either "Use" them on the spot, or "Stock" them for later use. It's innovative for sure, but we'll have to wait and see how it turns out. In the demo it's far too easy to build up loads of magic by just getting into random encounters. We're confident this will be addressed in the final version, though.

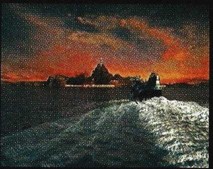
The other major addition to battle is the Guardian Force (G.F.) command. G.F. is sort of like the Summon command in FFVII, except now the monsters you summon can evolve as you gain experience with them, becoming bigger and badder throughout play. The Leviathan G.F. attack that Rinoa can use in the demo is simply amazing. We can't wait to see more.

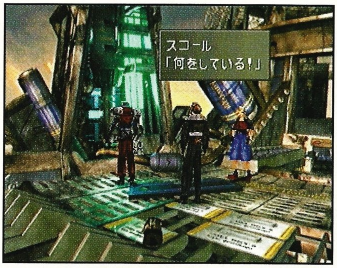
Finally, both Squall and Zell have special Limit-like special attacks that periodically become selectable as they sustain certain amounts of damage. Zell's Meteo Bullet is very cool, but Squall's three different variations of his Renzokuken (Sequential Sword Attack) take the cake. Each brings up a small Limit Meter that builds as the attack takes place—by pressing R1 at just the right time during the meter build-up, you can double and sometimes triple the amount of damage the attack delivers. (Similarly, if you hit R1 just as Squall's weapon hits an enemy during regular battle, you can increase the damage there as well.)

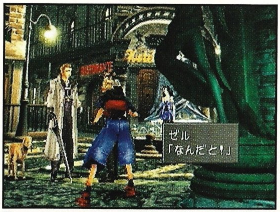
That's all for now—hopefully this'll whet your appetite for a month or two until the English demo of FFVIII rolls our way, when we'll be back with another update.

FMV Madness

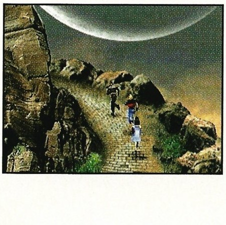
Just like FFVII, Final Fantasy VIII is going to be loaded with stunning FMV sequences. In the demo alone, there are three breathtaking scenes (one before, one during and one after the demo), and the Integration with the game is even better than in FFVII.

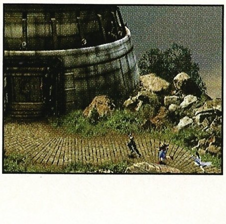


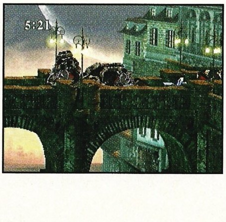




The gameplay environments in FFVIII seem to be a bit brighter and more colorful than those of FFVII.







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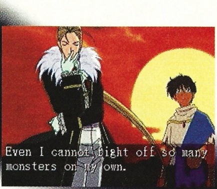
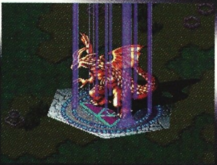


Even I cannot fight off so many monsters on my own.



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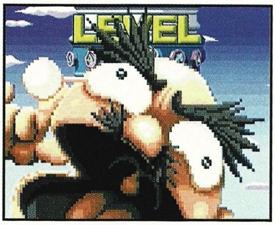
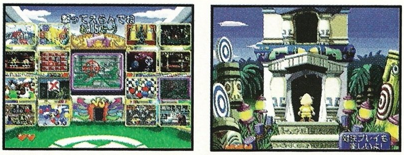
Theme Action	**# of Players** 1-2	**% Complete** 100%
Availability Now (Japan)	**Publisher** Namco	**Developer** Namco

GunBarl

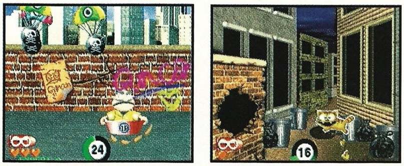


To date, there are only three games that have been released that have direct compatibility with Namco's Guncon so it's a welcome sight to at least see that number increase by one.

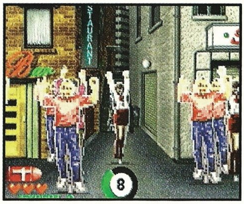
The news is much more exciting when you realize that one new game is a follow-up to the massively addictive shooter Point Blank (known as GunBullet in Japan). GunBarl (a shortening of the Japanese title) packs in everything that was great in the first game and throws in a more involved Quest Mode that has varying paths. This time out, it's called Theme Park Mode and it's up to you to rescue the missing daughter of the King. Travel through various sections of the park in search of her. You don't actually search, but just clear shooting scenario challenges. Failure on too many of these in an area requires you to try again. Both the Theme Park Mode and Arcade Modes have new shooting situations that are actually more outrageous than the original, like having to shoot a car 75 times before it falls on you from a high-rise building. The difficulty has been jacked up so you won't be able to walk through the earlier portions of the game as easily as the last. No word yet on whether Namco will release the title here, but chances are good.



What lies behind the mysterious door? The only way you'll find out is if Namco releases GunBarl here. Cross your fingers.

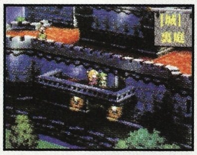


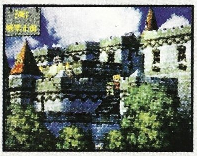
As you can see, there are new types of shooting scenarios like preventing the bombs from blowing up the good doctor. Watch out!

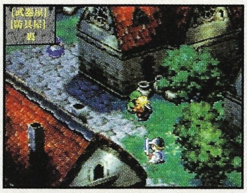


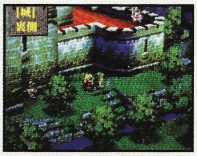
Dragon Quest VII

News is slow in coming for the first Dragon Quest game to appear on another console besides Nintendo's. The biggest development so far is that the game will still have sprite-based characters, but they will be in 3D worlds. The character designs will be handled by Dragon Ball artist Akira Toruyama who was responsible for them in the earlier installments. The date for the release of the game has currently been set at Christmas of 1999. We'll keep you posted on further developments as they come.







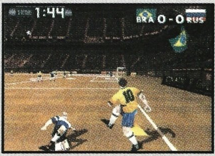


DQ VII should be awesome when it finally comes out in '99.

Theme RPG	**# of Players** 1	**% Complete** NA
Availability Dec. '99 (Jpn.)	**Publisher** Enix	**Developer** Enix

Libero Grande

Libero Grande or The Beautiful Game is a port of the system 12 soccer game that was among the first to convincingly let you be a player on the field via a virtual cam. An interesting option was that two arcade cabinets could be linked together for true virtual play. It's not known if this will be able to be pulled off in the PS version, but the level of detail and control are sure to be in place. One of the coolest is the ability to control the spin or height of the kick by selecting the exact spot where your toe will connect with the ball. At different moments when you are about to kick the ball, you will have similar options to control the velocity of the ball. Libero Grande didn't quite make it out in time for the World Cup madness, but it's sure to gather a large audience anyway.



The player builds look good and the resolution is sharp so far.

Theme Sports	**# of Players** 1-2	**% Complete** 70%
Availability Nov. (Japan)	**Publisher** Namco	**Developer** Namco

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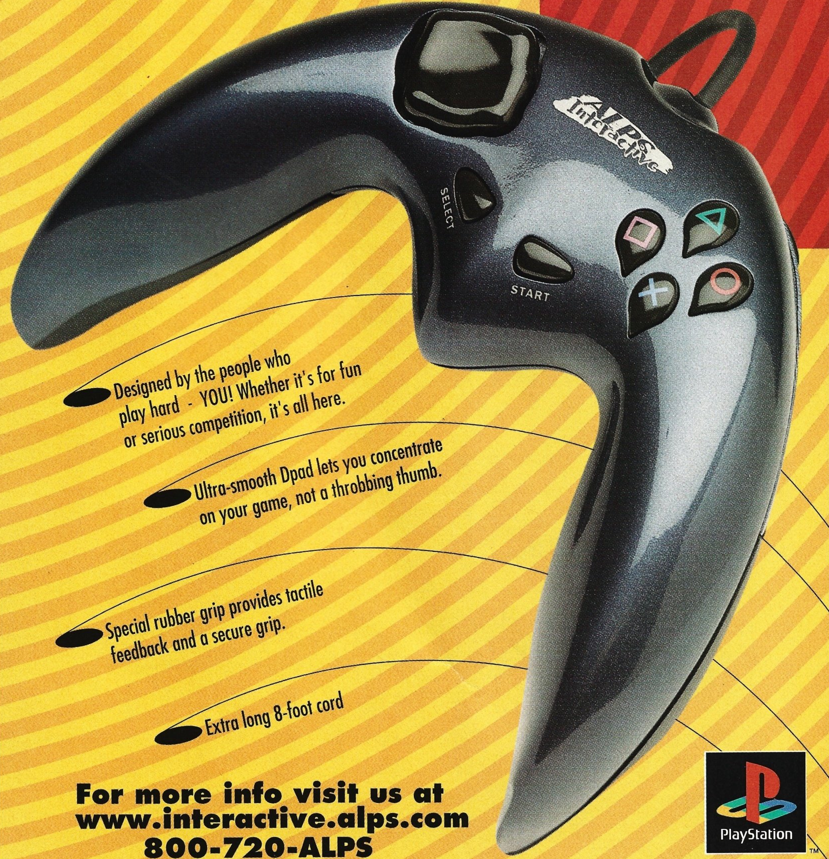

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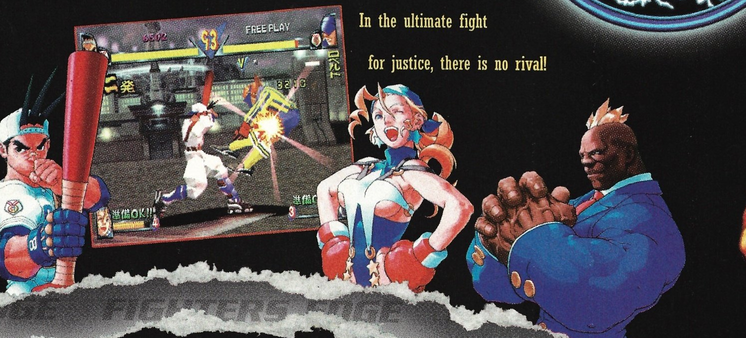

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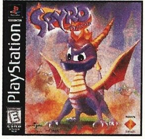
Developer	Universal
Publisher	SCEA
Genre	Platform

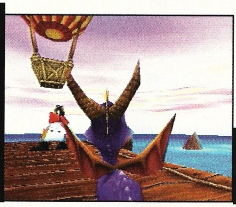


1 Player

Memory Card 1 block

Analog Controller Compatible

Spyro the Dragon



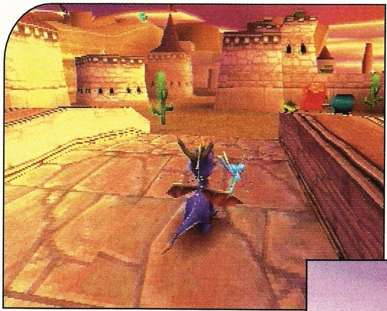
An entertaining title with a star-studded cast

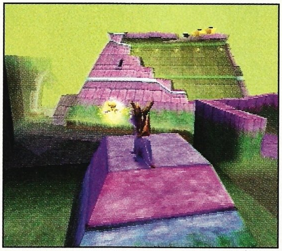
Time for a little quiz: What do Taco Bell, *Earth 2* and The Police all have in common? The answer? Why, Spyro the Dragon, of course! Featuring one of the most impressive collections of talent ever seen in a video game, Spyro sports a pedigree as distinguished as its unorthodox design. Spyro himself is voiced by Carlos Alazraqui, the man behind Taco Bell's ubiquitous Chihuahua, who also handled a portion of the voice duties for the 80 dragons Spyro needs to save. The majority of the rest of the dragons are voiced by Clancy Brown, who was seen as John Danziger on TV's sadly short-lived science-fiction series *Earth 2* (and has enjoyed a recurring role as Ellis West on *ER*), and heard as the voice of Dr. Neo Cortex in Crash Bandicoot 2: Cortex Strikes Back. And rounding out the mind-boggling cast is the composer of Spyro's musical score, Stewart Copeland—yes, *that* Stewart Copeland, the very same fellow who put in all those years behind the drum kit for a snappy rock trio known as The Police, and a man producer Mark Cerny now describes as "honestly Spyro's biggest fan."

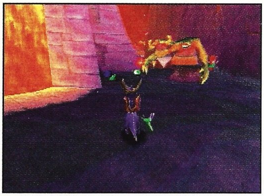
Now, a team like this can be put together for two reasons: Either Universal was hoping to generate more interest in the game by enlisting big-name voice and musical talent, or they were interested in presenting a truly distinctive take on the ever-growing character-based 3D platform genre. My bet's on the latter, and I'll tell you why.

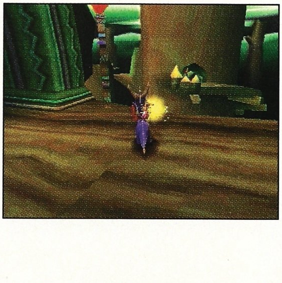
Something old, something new...

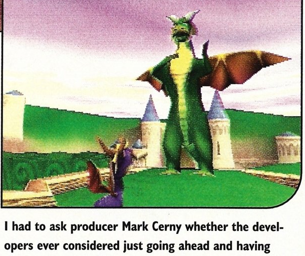
First of all, the gameplay is, if not completely unique, at least innovative enough to keep things interesting. The development team has adopted a slightly different focus with Spyro, opting to focus more on enemies' personalities than on their number and strength. The result is a game that may seem surprisingly simple in terms of sheer life-threatening challenge, but upon inspection reveals an equally surprising depth of character. Some enemies will laugh uproariously after squashing Spyro flat, while others will quiver in fear, only to turn and moon him (yup, you read right) when they think he isn't looking. That sort of subtlety is sprinkled throughout the game, and can get quite entertain-



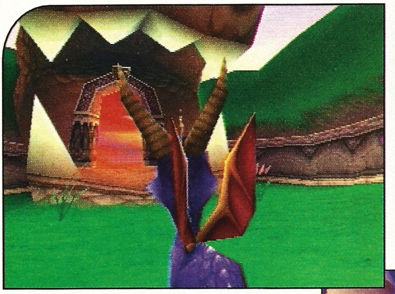




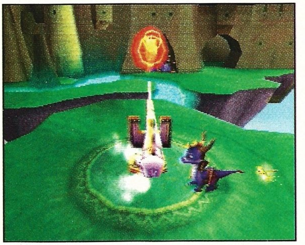




I had to ask producer Mark Cerny whether the developers ever considered just going ahead and having Alazraqui do his Chihuahua voice for Spyro. His answer? An unequivocal "No." It's too bad; I would have found the character far more entertaining.



Spyro's got surprisingly deadly breath for a dragon of his diminutive stature. It's actually a bit disappointing when he can take out enemies 10 times his size with a single puff. But then, if that weren't the case, size would matter, wouldn't it, and then where would their snappy marketing campaign be?



ing if you take the time to stop and pay attention to what's going on around you rather than rushing headlong through a level.

Less is more?

A similar situation applies to the game's level design. At first glance, Spyro's environment may appear unusually sparse. Look closely, however, and you'll notice that this is in large part due to the sheer size of the majority of the levels. Levels like the Tree Tops sprawl over huge areas, forcing Spyro to puzzle out how to reach some of the farther (and extremely carefully placed, I might add) outlying areas.

This generous use of space does help tone the game down from the usual hectic platform pace. Combined with Copeland's almost New Age soundtrack, this makes for a strangely relaxing experience.

Um, did you say "relaxing?"

OK, we're not talking Aquanaut's Holiday or Tail of the Sun here, but Spyro does make for a pretty significant departure from the do-or-die pacing of most platformers. Now, don't get me wrong, the game isn't without its challenges; there's plenty on the 35 levels to keep you going for days (although "hardcore" gamers—those of you who actually stuck it out and got 100 percent on the original Crash Bandicoot, say—will most likely find it disappointingly easy). But this may be the first platformer I've seen which actually invites players to get every gem on every level, simply by making that an attainable goal from the start and carefully ramping up the challenge level as the player gets more comfortable with the controls.

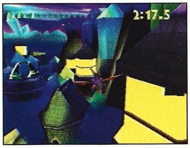
Furthermore, the game is extremely pleasing to look at (typically superlative graphics from the developers of Disruptor), and generally fun to control, especially with the Dual Shock—I say "generally" because of the touchy edge detection, which can cause Spyro to slip from what seemed solid footing far too often.

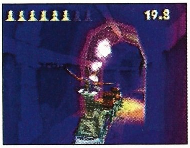
A presentation unique enough to interest long-time gamers, coupled with a shamefully cute character and the relaxed pacing, may make Spyro an all-around hit. And although it's certainly not the most challenging platformer I've ever seen, it is one of the most enjoyable.

—Joe Rybicki

Friendly Skies

Easily the most entertaining parts of the game are the Flight levels, the areas in which Spyro's stubby little gliding wings get a bit of a boost, allowing him to do some serious flyin'!





In order to pass these levels, Spyro will need to complete a series of objectives, be it lighting a series of lighthouses, taking out a small swarm of biplanes, or flaming a number of treasure boxes, making these levels somewhat reminiscent of the arcade title Prop Cycle. (A bit of a hint here: It seems that, on most of these levels, the items are arranged in such a way that a specific path will lead you past them all in the shortest possible time. Work on finding this path, and you'll finish the level in a jiffy.)

What's most enjoyable, however, is that after completing every goal on a level, subsequent visits to that particular level allow Spyro to fly around freely, to try for a better time or simply to spend some time diving and swooping and enjoying the scenery.

Furthermore, the very last level in the game is—well, I won't give away any secrets, but let's just say that in my mind it's well worth it to spend the time collecting 100 percent of the treasure just to gain access to that one level.

Box Score

Pros

- **Non-hectic, "less is more" design philosophy**
- **Some entertaining enemies**
- **Spyro's just so darned cute**
- **It's a nice, big game!**
- **Unusual, new age-y music**
- **The Flight levels!**

Cons

- **Frustratingly touchy edge detection**
- **Not enough challenge for the hardcore gamer**

"We're not talking Tail of the Sun here, but Spyro does make for a pretty significant departure from the do-or-die pacing of most platformers."

Official U.S. PlayStation Magazine

● ● ● ● ○

Rating

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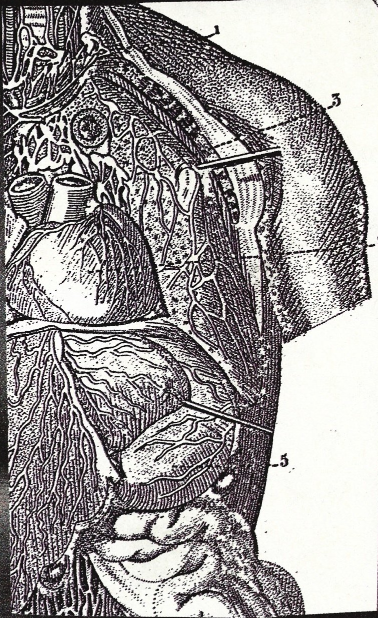

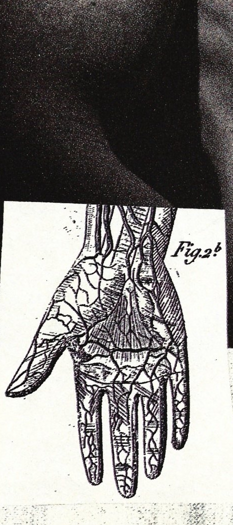
*Fig.2^b^*

最悪事態、各国望まず

米国防大学が昨年まとめた報告書「戦略的評価／発火点と軍事力」は、台湾独立の動きが引き金になって軍事摩擦が起きるシナリオとして、中国による①海上封鎖②ミサイル攻撃、の二つをあげている。海上封鎖は「台湾の経済を揺るがす」、ミサイル攻撃は「重大なダメージを与える」としている。台湾本島への進攻は起こりにくいとみているが、米国は「少なくとも台湾軍への後方・戦闘支援を求められ、応じれば対中関係は苦しくなる」と指摘している。

防衛庁の運用担当幹部らは、こう想定する。

「九六年春の台湾海峡危機

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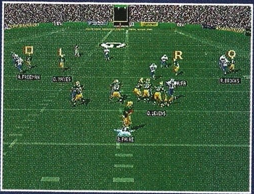
MAD

Two Great Football Games Only One Will Emerge Victorious

There's only two football titles on the market that are consistently good, but if you're like most gamers, you're only gonna plunk down the money to buy one of them. But which one shall it be? Madden NFL 99, the latest in the long-running series from EA that started it all or NFL GameDay 99, the latest in the (comparatively) young series from 989 Studios that has revolutionized 3D football? It's a tough decision, to say the least.



In the last few years, these two football games have competed with one another so intensely that this yearly rivalry has paid off big-time for football fans. Both games are good—real good. They've also become incredibly more complex. So complex, in fact, that although a game is considered the best by one player, it may not be for the reasons that you had hoped. Reviewers who aren't familiar with football might not understand or care why one game won't please hardcore tastes, or why another might be best for a casual player. That's what this breakdown is for. In the pages ahead, you'll see Madden NFL 99 and NFL GameDay 99 broken down in ways that you've never seen before in game magazines. Even if you don't agree with my opinions, there's enough information for you to draw your own conclusion.

By Kraig Kujawa

VS

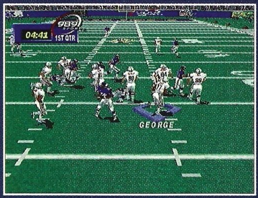
GAM

DDEN

Head to Head
GRAPHICS

In case you didn't know, graphics seem to usually be the leading reason that games sell (or don't), however disappointing that fact may be. They look great on the back of a box, on advertisements and especially on television. Having said that, last year's NFL GameDay capitalized big-time on its revolutionary 3D graphics, and it rode that feature all the way to the bank while Madden sat in its less attractive, 2D world.

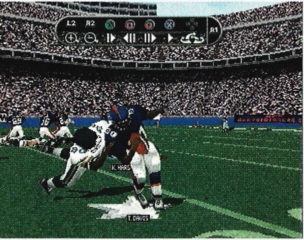
This year, however, the playing field has been leveled. Madden 99 has returned in full 3D form. Its polygonal players are quite lifelike and are lavishly detailed right down to their names and numbers on the back of their jerseys. They look so good that it's hard to guess that this is the first polygonal football game they've put on the PlayStation. That is, until it's put next to GameDay 99.

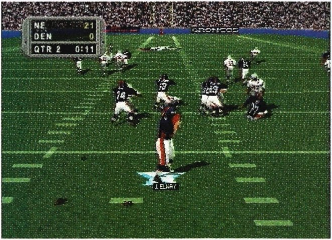


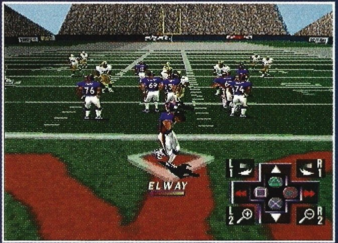
GameDay 99's graphics don't blow away Madden 99's, but they are much crisper, and are just incredibly pleasing to the eyes. The player models are slightly better, especially their hands which look considerably better than the flat and thin spatula-looking hands found on the Madden players (how on Earth do they catch the ball?). Their biggest advantage, however, is evident once the players are in motion—GameDay moves and controls very smoothly, thanks to a steadily fast frame-rate that outperforms Madden quite noticeably. So, if all of these things are better, then it must be a blowout in this category, right? Well, not once you consider the presentation of each game, in addition to a few other aesthetic elements that aren't so obvious.

The presentation of football video games has been growing in importance ever since

S.
EDAY







These two pictures of John Elway provide a good comparison of the game's graphics. You can see that the picture on the left, Madden 99, is a little less crisp, while GameDay, on the right, is much cleaner. Both look pretty darned good, regardless—and check out Davis getting taken down (far left.)

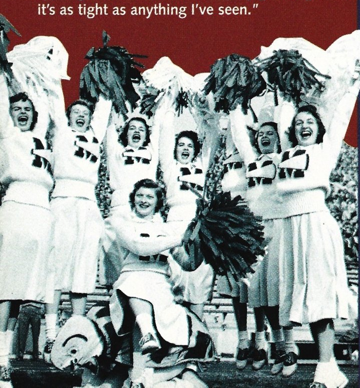
THE COMPANY LINE ON MADDEN

★ ★ ★ ★

Sometimes it's interesting to hear about a game straight from the horse's mouth. We started off by talking to Scott Orr, executive producer at EA Sports.

Orr has been with Madden since the beginning, and when asked what makes this game so much better he replied, "The gameplay that has always been legendary in the series has gotten better. New features, improved AI. Up and down the list, we've really focused on taking the gameplay to the next level. While we got criticized last year for not having polys (polygonal players), the general consensus was that Madden was the best playing of the football games last year. And rather than resting on those laurels, we've really taken it to the next level. The big things this year include improved gameplay, the One Button Mode, which—I think—is the first time a major game company has specifically addressed the casual gamer or the growing mass-marker gamer."

When asked about one of Madden NFL 99's shortcomings compared to NFL GameDay 99—frame-rate—he replied, "It's always a trade-off. We want to maintain the feel and gameplay feel while balancing polys. We could have made changes to speed up the frame-rate, but we feel that we have a real strong balance between the look and feel. While it's a little bit slower than the sprite games of old, as far as poly games go, it's as tight as anything I've seen."



television graphics on football games became so snazzy (FOX, especially) and the CD-ROM became the primary medium for most of today's game systems. Sports game players like to feel that they're a part of the NFL, whether it be through a television-style broadcast or something similar that captures the same type of excitement. 989 Studios evidently agrees since they put a lot of work into improving the presentation of GameDay 99—it was one of the main complaints they heard regarding last year's game. To their credit, they did improve GameDay 99 in just about every presentational facet they possibly could. The game's menus, video introduction, television-style presentation and a revamped playcall interface all benefitted from a much-needed facelift. Although these improvements are very nice (save the horribly deformed picture of Terrell Davis at the Main Menu), the effect still isn't as professional-looking as the slick package found in Madden 99. It's just hard to match, really.

From the full-motion video of Madden, Summerall and James Brown providing the television-style pregame show, to the expertly crafted game menus and better implementation of the television-style cameras angles, Madden 99 graphically presents itself in a better fashion. The automatic replay cameras are superb—you just can't beat making a great run or interception, and then having the camera instantly replay that play from an angle that centers on the athlete who made the play. It happens every time on television, and now it's happening on a video game too.

The other part of this category where Madden makes up some ground on GameDay 99 is with the player animations. Madden 99 has the most realistic implementation of player animations I've ever seen. Having little nuances such as receivers putting their hands on the turf to keep balance after a big hit, and some very cool catch animations that show a receiver bending down, twisting around, or putting one hand up as a prayer to reel in the pigskin really give the game a realistic feel. And there's plenty of wrap-tackles as well, although a couple of them happen a little too slowly. To be fair, GameDay has tons of good motion-captured animations, but they just aren't implemented as well during gameplay as those in Madden. They either happen too quickly in GameDay, or just look a bit too choppy to begin with. If you use either of the game's instant replays to compare, the difference is obvious.

But these things still aren't enough to close the gap that GameDay's superb 3D graphics have made. Even though Madden 99 sports a slicker television-style presentation and has better player animations, I still give the edge to GameDay's crisper and smoother-moving graphics. You just can't underestimate a nice, steady frame-rate. It's something too many sports games overlook.

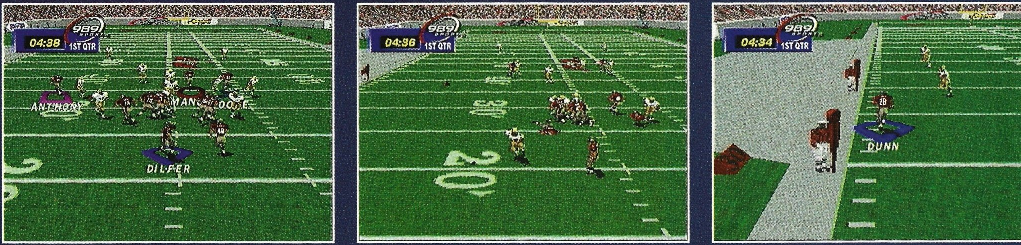
Advantage:
MADDEN

★ ★ ★

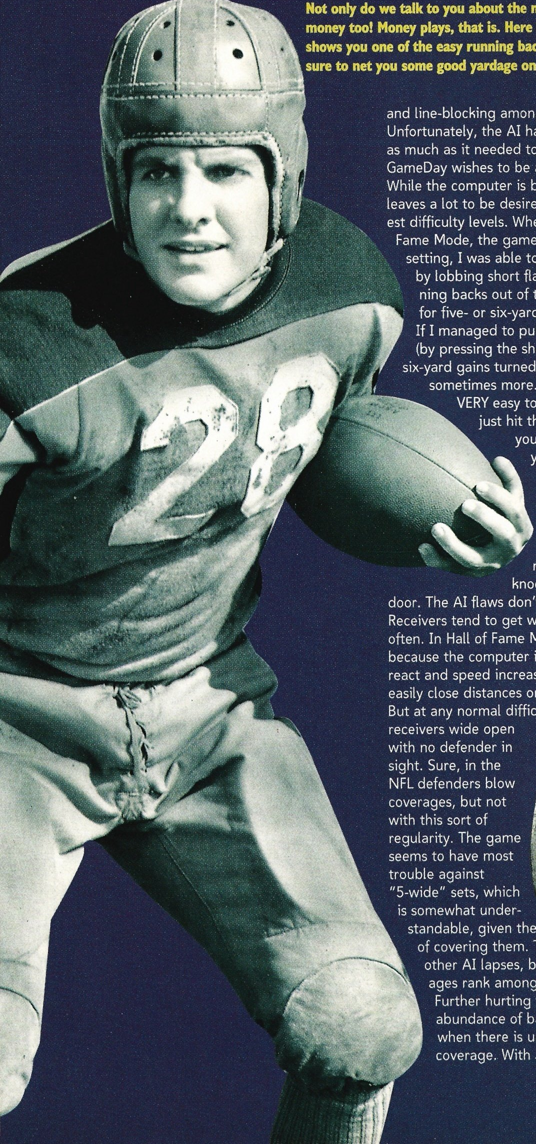
Head to Head
GAMEPLAY

This is the trickiest thing to review in a football game because different players like to play different types of football games. While hardcore fans may crave gritty realism, the guy who watches an NFL game here and there probably just wants something that vaguely resembles what he's seen on television. Further complicating matters is that there are so many skill levels and features that tweak the gameplay. Inevitably, the best all-around game offers the best balance of the two, but must do so without alienating players on either side of the fence.

The GameDay series has long been known for its fast-paced, arcade-style gameplay, and that's something that 989 Studios has set out to improve by refining GameDay 99's artificial intelligence (AI). These enhancements basically consist of defenders covering receivers better, more effective kickoff coverages



Not only do we talk to you about the money, we show you the money too! Money plays, that is. Here is a little sequence that shows you one of the easy running back flat passes that are sure to net you some good yardage on a consistent basis.



and line-blocking among other things. Unfortunately, the AI hasn't been upgraded as much as it needed to be, at least if GameDay wishes to be a true NFL simulation. While the computer is by no means dumb, it leaves a lot to be desired—even at the highest difficulty levels. When playing on Hall of Fame Mode, the game's highest difficulty setting, I was able to march down the field by lobbing short flat passes to the running backs out of the Pro-Split formation for five- or six-yard gains over and over. If I managed to pull off one or two jukes (by pressing the shoulder buttons), those six-yard gains turned into 10 to 15, and sometimes more. And, by the way, it's VERY easy to juke the computer—just hit the Juke button when your opponent dives at you. The only times the yardage gains were limited was when the defense was crammed closer to the line of scrimmage when I was knocking on the end-zone door. The AI flaws don't end there, however. Receivers tend to get wide open way too often. In Hall of Fame Mode, this is reduced-because the computer is given a superhuman react and speed increase that allows it to easily close distances once the ball is thrown. But at any normal difficulty level you'll find receivers wide open with no defender in sight. Sure, in the NFL defenders blow coverages, but not with this sort of regularity. The game seems to have most trouble against "5-wide" sets, which is somewhat understandable, given the tricky nature of covering them. There's numerous other AI lapses, but the blown coverages rank among the most annoying. Further hurting the defense is the abundance of balls that are caught when there is unbelievably perfect coverage. With Jerry Rice, this might

THE COMPANY LINE ON
GAMEDAY
★ ★ ★ ★

It's "one of the most heated battles in video games history," according to Allan Frankel, product manager of NFL GameDay 99. *OPM* certainly agrees with him. So how does he plan to win this intense battle?

According to Frankel, his game has an aesthetic edge because "being the first polygonal football game gives us a year experience dealing with that technology. This year we have wrap-tackles from every angle possible: Low tackles, drag-down tackles, tackles that have never been seen before." But that isn't the extent of the aesthetic improvements, as Frankel adds, "We have a brand-new front end. That was a knock on last year's game. Something Madden used to do better than us. We think we've really remedied that problem by making everything colorful and easy to use."

Frankel then excitedly moves onto the gameplay by stating, "We've prided ourselves in having the most authentic gameplay. This year, we've really nailed the artificial intelligence. We didn't rest on our laurels on AI, we're always pushing the envelope. This year, we had the players sit down with programmers and explain what certain positions have to do. You'll see defenses audibilize. Receivers run option-routes where they read the defense—which has never been seen before in a video game."

989 SPORTS
989 SPORTS

L.A.P.D.
FUTURE COP L.A.P.D.
L.A.P.D.
TEEN T CONTENT RATED BY ESRB
PlayStation

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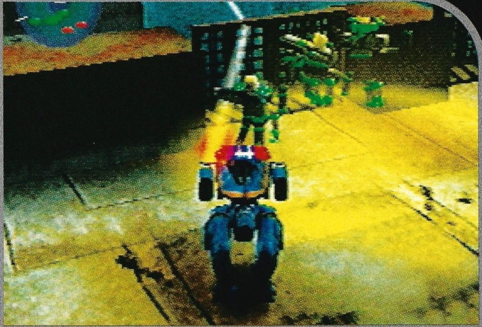
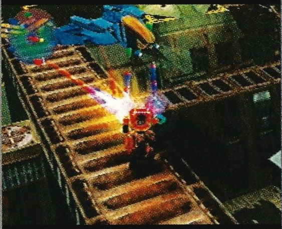
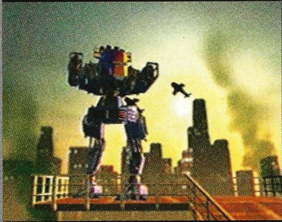




In 2100 AD, LA has gone to hell. Thankfully, hell is within your jurisdiction. Lawless gangs packin' thermo-nukes, bio-agents and other bad mojo are laying seige to the City of Angels. Keep the peace with this piece. Your standard issue hovercraft, walker, and all-purpose justice dispenser. It's like playing "good cop/bad cop". Only without the good cop.



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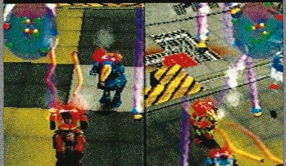

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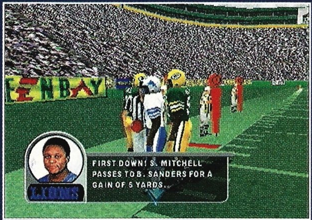
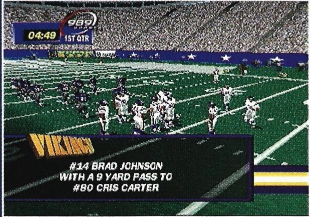


FIRST DOWN! S. MITCHELL PASSES TO B. SANDERS FOR A GAIN OF 5 YARDS.

Madden's "television-style" presentation does a better job of showing players who made the play, and also displaying interesting and quick replays of the play as well.

be understandable, but I've seen guys by the last name of Uwaezuoke consistently make impossible grabs. These sort of problems cause players to overcompensate for defensive breakdowns and make the computer way too easy to beat. But enough about AI gripes, how about the pure gameplay?

There's no doubt GameDay 99 is a fun and action-packed title. It has tons of moves (more than Madden), including some special ones such as shoulder charges and one-handed catches that can be performed by pressing L2 plus a move button. This wide variety of control is ideal for fun football, but once you get the presses down, the smallest of plays are easily broken for big gains. These "super moves" do fit in with GameDay 99's persona, however. Players can dive extremely long distances to tackle a charging ball carrier, so perhaps the offense deserves a counterbalance. Either way, these incredibly effective (and sometimes exaggerated) moves often make for an unrealistic feel, even at the game's most hardened settings.



#14 BRAD JOHNSON WITH A 9 YARD PASS TO #80 CRIS CARTER

As you can see, the "television-style" presentations are very similar. GameDay's is a little less impressive. It isn't as good at calling out the player, and it doesn't show the play either.

Madden NFL 99 on the other hand caters more to hardcore football fans, while providing plenty of options to keep the game simple for newcomers. EA realized when they installed their humorously named, but incredibly smart "Liquid AI" into Madden NFL 98, that the game was becoming too difficult for the mainstream fan. Thus, they made the default Difficulty Mode (Pro) and Rookie Modes easier in Madden NFL 99, while further improving other facets of its AI, especially on the more difficult levels. You'll seldom find consistently open running backs or receivers in this game, and if you do, it's probably because you're not very good at defensive play-calling. Defensive backs are very smart—they push receivers off of their routes and into more defensive coverage, expertly "weigh" offensive-threats in their pass-defense zone, and disguise coverages well. If you keep throwing the same type of pass, a smart cornerback will surprise you by "jumping" the route that he's seen you throw so many times before. Suffice to say, it is not a very easy game to fool, although there are some things that work a little too well sometimes (such as passing to tight ends out of the goal line formation). Luckily, they never work with ridiculous regularity.

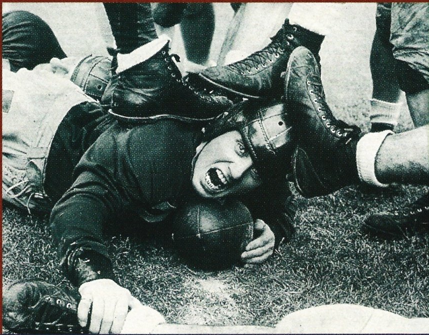
Offensively, backs and linemen pick up blitzes well and you'll have plenty of formations to use them with. Madden offers all of the base formations you would expect, plus numerous variations of them, specific to your team's offensive scheme. It's up to you to use the best formations to maximize your team's

★★★

THE PR BATTLE OFF THE FIELD

Over the past few years, the war of words that preceded the launch of these two football games has become almost as interesting as the football games themselves. 989 Studios and Electronic Arts pull no punches when talking about their football games, or even one another. And it only seems to get more down and dirty with the passage of each year. What's even more amusing is that they only seem to butt heads with this sort of vigor when it comes to Madden and GameDay—obviously there's a lot on the line.

Sheets and sheets of public relations mumbo-jumbo are sent out each year to the press, chock-full of new trademarked catch-phrases and incredibly hyped feature lists. The most amusing were some comparison charts sent out by both companies. It's rather interesting to see how they tailor each chart to their particular product. Madden's chart is feature-heavy while GameDay's points out frame-rate. To see them, check out the *OPM*-specific page on www.video games.com



★★★ SIMULATIONS SPEAK FOR THEMSELVES ★★★

We computer simulated three seasons on Madden and GameDay to see which one came out more realistically. Numbers don't lie.

NFL GAMEDAY 99

Leading Rusher: Eddie George, 1,673 yards
Super Bowl: Chargers 24 Lions 13
Analysis: The only way this could possibly happen is if they were the only two teams in the league. Big-time boo boo on GameDay's part.

Leading Rusher: Terrell Davis, 1,708 yards
Super Bowl: Patriots 14 Packers 7
Analysis: Not bad, but the only way the Packers are only gonna score seven points is if Favre breaks both his hands. I sincerely doubt the Patriots would make it to the Super Bowl with their horrific running game.

Leading Rusher: Terrell Davis, 1,724 yards
Super Bowl: Seahawks 24 Packers 13
Analysis: Boy, GameDay doesn't like the Packers' offense very much, does it? Realistic pick to bring them to the Super Bowl, but there's no way they'll lose it to the Seahawks, who have a living fossil, Warren Moon, at quarterback.

MADDEN NFL 99

Leading Rusher: Terrell Davis, 1,655 yards
Super Bowl: Patriots 20, Bucaneers 16
Analysis: The Buccaneers are talented, but Trent Dilfer probably isn't good enough to lead them to the Super Bowl. Although the Super Bowl score makes sense, it's not likely that either of these teams will be in it this year.

Leading Rusher: Eddie George, 1,735 yards
Super Bowl: Cowboys 10, Broncos 9
Analysis: Having the Broncos in the Super Bowl makes sense, but having them lose—of all teams—to the aging Cowboys just isn't going to happen. The Cowboys will be lucky if they are a Wild Card team this year.

Leading Rusher: Jerome Bettis, 1,634 Yards
Super Bowl: 49ers 35, Patriots 23
Analysis: This is the most feasible result of all of the six. If the 49ers faced the Patriots, this is a likely score. Football games seem to like the Patriots, but perhaps they are forgetting about their erratic quarterback and pathetic running attack.

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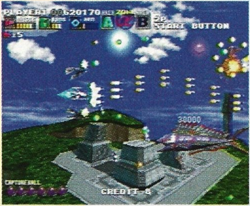
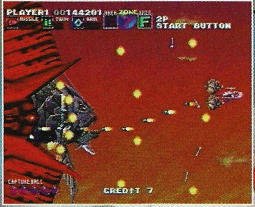
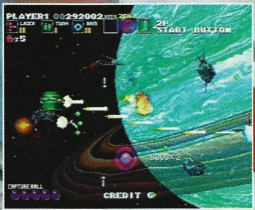

PLAYER1 00620170
2P START BUTTON
CREDIT 8

Choose Your Path -
5 Different Endings


PLAYER1 00144201
2P START BUTTON
CREDIT 7

Battle 28 Huge Bosses


PLAYER1 00292002
2P START BUTTON
CREDIT 6

Conquer 15 Enormous Levels

"...the most fantastic boss shooting scenes ever..." -GameFan

"...a spectacular shooter..." -OPM

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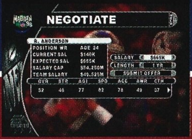
Madden NFL 99


NEGOTIATE

R. ANDERSON
POSITION WR AGE 24
CURRENT SAL $140K
EXPECTED SAL $665K
SALARY CAP $54.250M
TEAM SALARY $49.525M

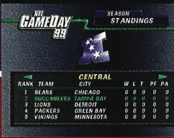
SALARY $665K
LENGTH 1 YR
SUBMIT OFFER

OVR	STR	AGI	SPD	ACC	AWR	CTH
52	46	77	82	78	49	37

HEAD TO HEAD
FEATURES

★ ★ ★

NFL GameDay 99



SEASON STANDINGS

CENTRAL

RANK	TEAM	CITY	W	L	T	PF	PA
1	BEARS	CHICAGO	0	0	0	0	0
2	BUCCANEERS	TAMPA BAY	0	0	0	0	0
3	LIONS	DETROIT	0	0	0	0	0
4	PACKERS	GREEN BAY	0	0	0	0	0
5	VIKINGS	MINNESOTA	0	0	0	0	0

GAMES FEATURES	NFL Teams	NFL Players	Real Stadiums	Variable Weather	Create a Player	Trade Player	Season Stats	Play Editor	Number of Players	Classic Teams	Difficulty Settings	Franchise Mode	Team Playbooks
Madden NFL 99	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	1-8	Yes	Yes	Yes	Yes
NFL GameDay 99	Yes	Yes	Yes	Yes	Yes	Yes	Yes	No	1-8	Yes	Yes	No	No

abilities. For example, you could go into the Pro-Form and then select "Big," "3-Wide" or "Normal" personnel with the Packers. You won't, however, have a Shotgun formation because the Packers rarely use it in real life (although you can pick an option that allows you to use all plays).

Thankfully, the easy-to-learn gameplay Madden has been known for through the years remains, even with the new 3D graphics and further refined realism. The control is simple to learn, even with the addition of a new "Juke" button that should result in more big runs. Additionally, rookie players can revert to the game's simplistic One-button Mode and simple skill levels to compete on more even terms with seasoned veterans.

As a footnote, it should be mentioned that Madden's multiplayer mechanics for games with more than two players work much more intuitively than GameDay's. The teamwork between human quarterbacks and receivers is handled much better in Madden, among other things.

What it all comes down to, however, is fun and realism. GameDay 99 is a great action game that will please tons of football fans that is lacking on the realistic side. On the other hand, Madden is a very realistic simulation that can be simplified so that anyone can play it. If it lacks anything, it's overall game-speed, and that may turn off a few people. Having said that, Madden's gameplay is a much better balanced package.

Advantage:
MADDEN

★ ★ ★

Head to Head
SOUND

For some reason, sound has always lacked in 32-Bit football games—probably due to RAM constraints.

Nevertheless, 989 Studios has found a way to really spice up NFL GameDay 99's audio by putting Dick Enberg and Phil Simms in their broadcast booth. Sometimes Simms is a little too chatty when he analyzes a play and says the wrong thing, but on balance it's much better than EA's (lack of) use of Madden and Summerall during gameplay. Summerall rarely talks, and when he does, it's usually just to pronounce a first down. Madden doesn't provide much more life as he simply rambles on about a specific player. Once you've played a few games, it's just better to turn him off. The game's atmosphere is decent—the crowd raises the roof at the appropriate times, but the sounds of players hitting each other seem a little mechanic. Madden uses Dolby Surround sound, but it's definitely not taken advantage of. All around, GameDay 99's in-game audio is just much better because it's a little more lively and has more oomph to it.

Sports are all about atmosphere, and both games need to work on this—but of the two GameDay 99 clearly is doing a better job. The game even has really annoying, repetitive, cheesy stadium music that plays in-between touchdowns and the ensuing kickoff. Does the sound really have to be THAT realistic?!

Advantage:
GAMEDAY

★ ★ ★

Head to Head
FEATURES

By far, this category marks the biggest discrepancy between the two games. Both have all of the requisite features such as player creation, trades, multiple skill levels, playoffs, season play, oodles of statistics, Dual Shock support, etc. The only feature GameDay has that Madden doesn't is the "Total Control Passing" that allows you to adjust your receiver's routes after snapping the ball. It's an innovative feature, but is a little hard to use, albeit effective. Really, GameDay 99 has everything it should—"price of entry"-type features as 989 Studios calls them—it just doesn't offer much beyond the call of duty.

On the other hand, Madden has ton of features with the highlight being the Franchise Mode that allows you to helm a football team for several years. You can trade, draft, sign and release players over a period of years, and if you do a bad job, you can get fired from the team! Furthermore, Madden also has an offensive play editor, team-specific playbooks, a Fantasy Draft—basically anything you could possibly want as a football fan. You can even bid against the computer and your friends for free agents. The depth of this game is just incredibly amazing.

Advantage:
MADDEN

★ ★ ★

The Final Whistle

In conclusion, you can't go wrong with buying either game. The question is which one is better suited to your tastes. NFL GameDay 99 is a sleek-looking game that is best for those who want to play an action football game that relies more heavily on reflexes and has more of an arcadish, fast-paced feel to it. While Madden, on the other hand, is a more complete package in regards to features and gameplay (they go hand in hand). Although it might not look or sound quite as nice, the realism, depth and fun that Madden NFL 99 delivers is unrivaled.

Winner:
MADDEN

Official U.S. PlayStation Magazine

Box Score

NFL GAMEDAY 99

Pros
- Crisp and clean graphics
- Great gameplay
- Broadcasters Simms and Enberg are a nice addition

Cons
- AI still needs some refinement
- Multiplayer (over two) control needs an overhaul

● ● ● ● ○

Rating

Box Score

MADDEN NFL 99

Pros
- Incredibly realistic
- Unmatched depth
- Great presentation

Cons
- Sound is lethargic
- Frame-rate is a little choppy
- Playcall Screen a bit clunky

● ● ● ● ◐

Rating

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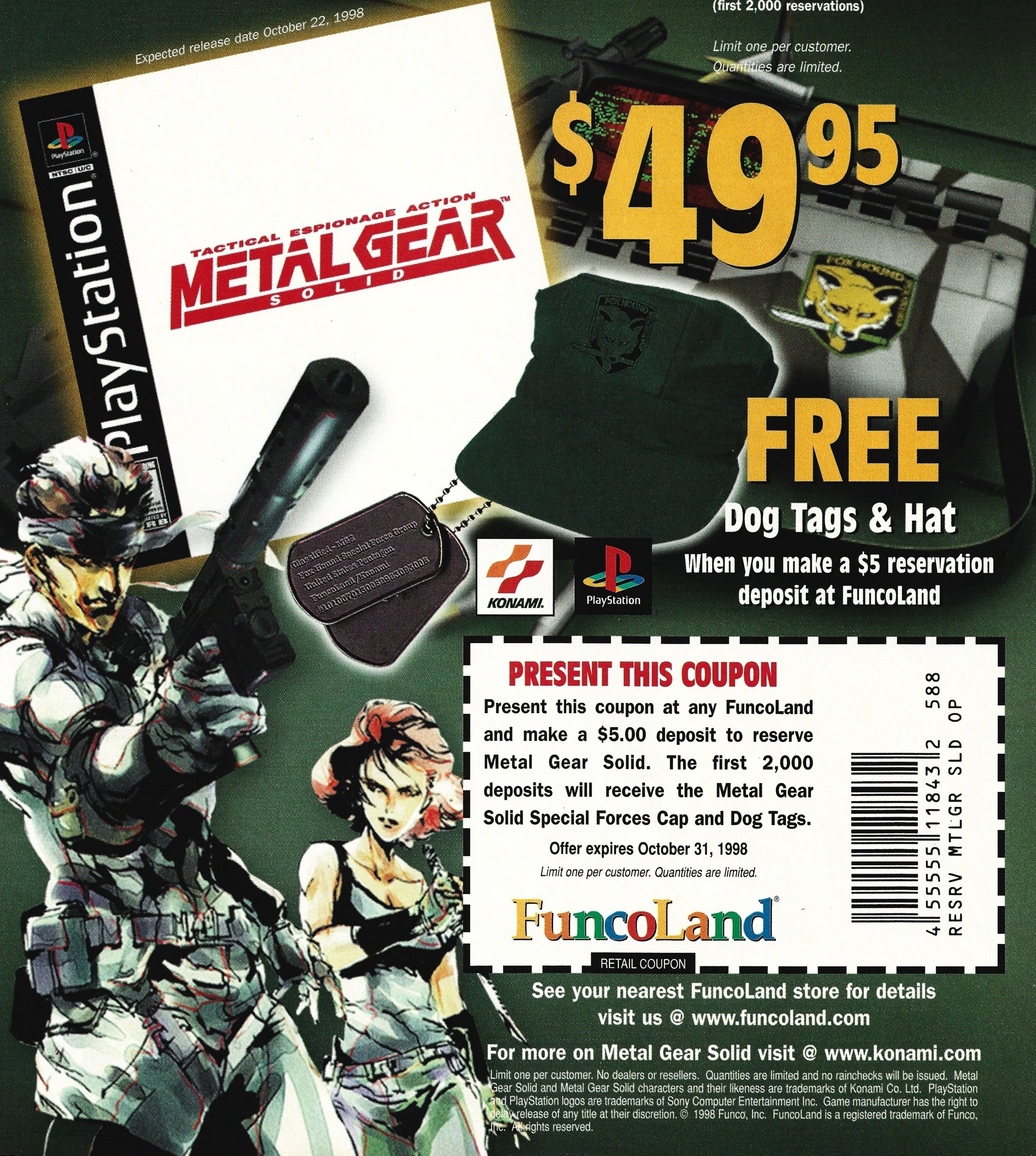
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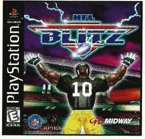
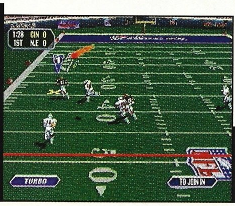


Developer	Midway
Publisher	Midway
Genre	Sports

1or 2 Players
Memory Card 1~6 blocks
Analog Controller Compatible



PlayStation

NFL Blitz

The way extreme football should be

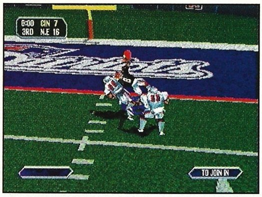
No arcade game in years has held the *OPM* staff hostage like NFL Blitz did. No *OPM* editor thought that the PlayStation version of Blitz would do the arcade justice—it just looks that good, and plays so fast. Luckily, we were wrong. Midway has done an incredible job of porting over the best action-sports game since NBA Jam to the PlayStation, and we couldn't be happier.

In fact, Blitz on the PlayStation is better than the arcade in many ways. It has a Tournament Mode, a Season Mode that lets you play the 1998 NFL season, updated rosters, it's Dual Shock compatible, and has a few customizing options. It's not a large plate of features, but it does give the home version of the game considerable more depth than the glorious arcade predecessor.

The big question regarding this game was the graphics, and it's something Midway has answered quite surprisingly. The fast game speed of NFL Blitz is critical to gameplay, and we're happy to report that this game is just as fast as the arcade, save a little unannoying slowdown here and there. Getting this blinding level of speed evidently came at little aesthetic sacrifice. The players look outstanding, in both detail and animation. All of the bone-crushing action of seven-on-seven football and post-play antics are all here for everyone to enjoy. Oh, and by the way, the wise-cracking announcer is as verbose as ever. It seems that very little, if anything, was lost in the translation. Even the computer still loves to cheat as much as it did in the arcade (although you can turn off CPU assistance). The only difference I could find between this game and the arcade is that there seemed to be more incomplete passes, making the offense a bit more difficult.

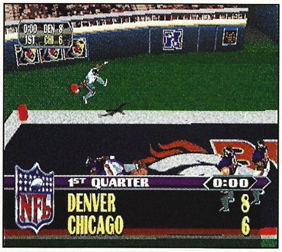
What's not difficult is the decision to buy this game. NFL Blitz allows sports fans play non-sports fans on even terms. It's hopelessly addicting and easily better than its competition, NFL Xtreme.

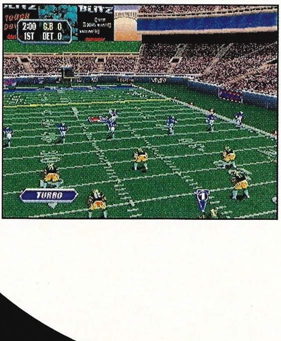
—Kraig Kujawa

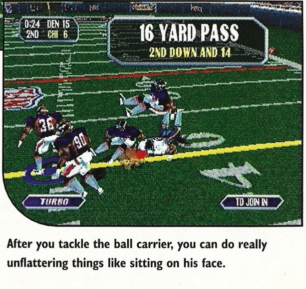


Abuse the quarterback and make him feel real bad for having the gall to try to score on you.

0:23 G.B 0
1ST DET 7
TURBO







After you tackle the ball carrier, you can do really unflattering things like sitting on his face.

Box Score

Pros

- Arcade game speed is intact
- Great graphics
- Addicting gameplay

Cons

- Small bits of slowdown
- Graphics not as good as arcade
- Load times

> "Midway has done an incredible job of porting over the best action-sports game since NBA Jam to the PlayStation."

Official U.S. PlayStation Magazine

●●●●●

Rating

Brunswick Circuit Pro Bowling

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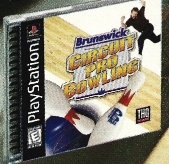


Grand Prize (1 winner)

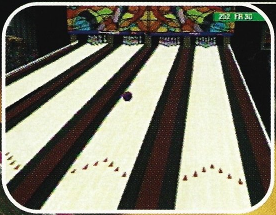
A trip to a bowling tournament, official Brunswick Bowling gear including a custom Brunswick bowling ball and bag, a lesson with a professional bowler and a copy of Brunswick Circuit Pro Bowling for your Sony PlayStation.

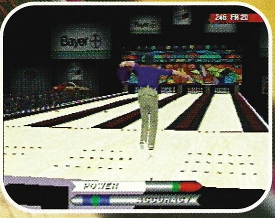
First Prize (5 winners)

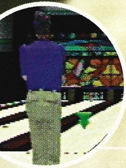
Brunswick Bowling Ball and Bag, and a copy of Brunswick Circuit Pro Bowling for your Sony PlayStation.

Second Prize (5 winners)

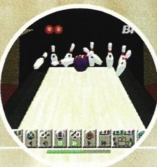
A one-year subscription to *Official U.S. PlayStation Magazine* and a copy of Brunswick Circuit Pro Bowling for your Sony PlayStation.







PlayStation



Official U.S. PlayStation Magazine

Brunswick Circuit Pro Bowling Sweepstakes

1. No Purchase Necessary: To enter mail a standard-size postcard containing your name, address and phone number to: *Brunswick Circuit Pro Bowling Sweepstakes, 5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302*. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received Dec. 31, 1998. All entries become exclusive property of THQ Inc. and will not be acknowledged or returned. THQ assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries.

2. Prizes: 1 Grand Prize winner will receive a trip for two to a Professional Bowling tournament, VIP seats for tournament matches, a bowling lesson from a Brunswick Pro, one (1) Brunswick bowling ball and one (1) bowling bag, and one (1) Brunswick Circuit Pro Bowling game for the Sony PlayStation. If under 18, the winner must be accompanied by a parent or guardian. Hotel accommodations and round-trip airfare are included. Exact dates of the trip and destination are to be determined. 5 First Prizes. First Prize winners will receive one (1) Brunswick ball, one (1) bowling ball bag, and one (1) copy of Brunswick Circuit Pro Bowling game for the Sony PlayStation. 5 Second Prizes. Second Prize winners will receive a one (1) year subscription to the *Official U.S. PlayStation Magazine* and one (1) copy of Brunswick Circuit Pro Bowling game for the Sony PlayStation. Winners will be determined by a random drawing from all valid entries received by THQ Inc., whose decisions are final. Drawing to be held on our about Jan. 5, 1999. All prizes will be awarded. All prize winners will be notified by mail. Prizes are non-transferable. No substitutions of prizes are allowed, except at the option of Sponsor should the featured prizes become unavailable.

3. Odds of Winning: The odds of winning will be determined by the number of entries received.

4. Eligibility: Contest open to residents of the United States and Canada. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification and alternate winner will be selected. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability acceptance within 30 days of receipt or forfeit prize. By acceptance or prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Employees of THQ Inc., ZD Inc., and their respective affiliates are not eligible. Neither THQ Inc., ZD Inc., nor their respective subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize.

5. Winners List: For a list of winners, send a stamped, self-addressed envelope to "Brunswick Circuit Pro Bowling Sweepstakes Winners List" 5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302. Requests for winners lists must be received by Jan. 15, 1999.

6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

7. Sponsors: This sweepstakes is sponsored solely by THQ Inc. ©1998 THQ Inc.

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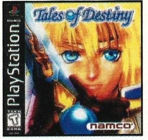
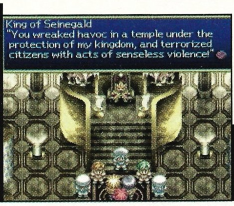
Developer	Namco
Publisher	Namco
Genre	RPG



1 Player

Memory Card 1 block

Tales of Destiny


King of Seinegald
"You wreaked havoc in a temple under the protection of my kingdom, and terrorized citizens with acts of senseless violence!"

Namco takes role playing back to the old days

Call me old fashioned, but there's something about a 2D role-playing game that makes me feel all warm inside. Namco is hoping more players will feel the same way when they release Tales of Destiny, their new game that harkens back to the old school of RPGs.

Don't be put off by Tales of Destiny's seemingly primitive-looking graphics. Closer inspection shows that there is more color and detail to this game than the Super NES could have ever handled.

Don't expect to find any buffed-up heroes here, either. This game is pure Japanese RPG goodness. Sure, the characters' heads may be as big as their bodies, but that's how these games were originally made, damnit! Just accept it and play the game.

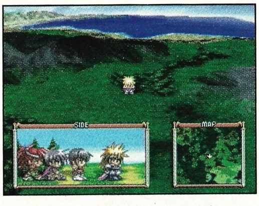
Yes, play the game. If you like RPGs, you're bound to appreciate what this one has to offer. There are the standard RPG elements: roaming from town to town (each with its own bar and inn), fighting monsters and searching through dungeons. What makes this game stand out is its battle sequences.

The battle scenes are really quite action-oriented. They are played from a side-scrolling viewpoint where you move your character around freely. You pull off attacks by hitting different combinations of buttons, almost like a simple fighting game. Of course, you can also pull up a menu to select different spells and items to use.

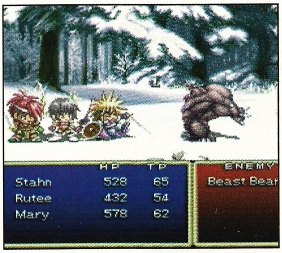
The strange thing about the fighting system is that you only control your main character. All your other party members are controlled by the computer using artificial intelligence that you can adjust freely. While this concept works at times, it can be frustrating to have party members dying when you could have easily kept them alive if they were under your full control.

Despite that flaw, Tales of Destiny is a fun, solid RPG. Even the dialog is funny at times. If you miss the way RPGs used to be, pick up this game.

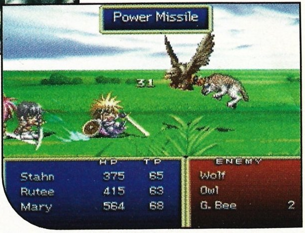
—Phil Theobald



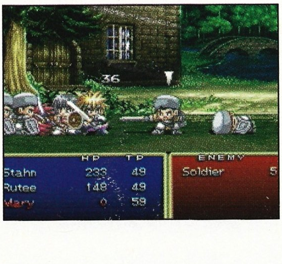
During your quest, you'll have to travel across plenty of countryside. The giant land map looks like a big SNES special effect (remember Mode 7?). Little things like this remind you that this game was made for those of us who've been playing RPGs since day one.



	HP	TP	ENEMY
Stahn	528	65	Beast Bear
Rutee	432	54	
Mary	578	62	


Power Missile

	HP	TP	ENEMY	
Stahn	375	65	Wolf	
Rutee	415	63	Owl	
Mary	564	68	G. Bee	2



	HP	TP	ENEMY	
Stahn	233	49	Soldier	5
Rutee	148	49		
Mary	0	59		

It might take you a few battles to get used to Tales of Destiny's style of fighting. When you learn new techniques, you can assign them a particular motion on the controller. Then, during a fight, you just pull off that move to do the attack. You got your fighting game in my RPG! No, you got your RPG in my fighting game!

Box Score

Pros
- Highly detailed, 2D graphics
- Fun interaction between characters
- Action-packed battle scenes

Cons
- Old-fashioned, super-deformed style may not be for everyone
- Not being able to control everyone in your party

"Don't be put off by Tales of Destiny's seemingly primitive-looking graphics."

Official U.S. PlayStation Magazine

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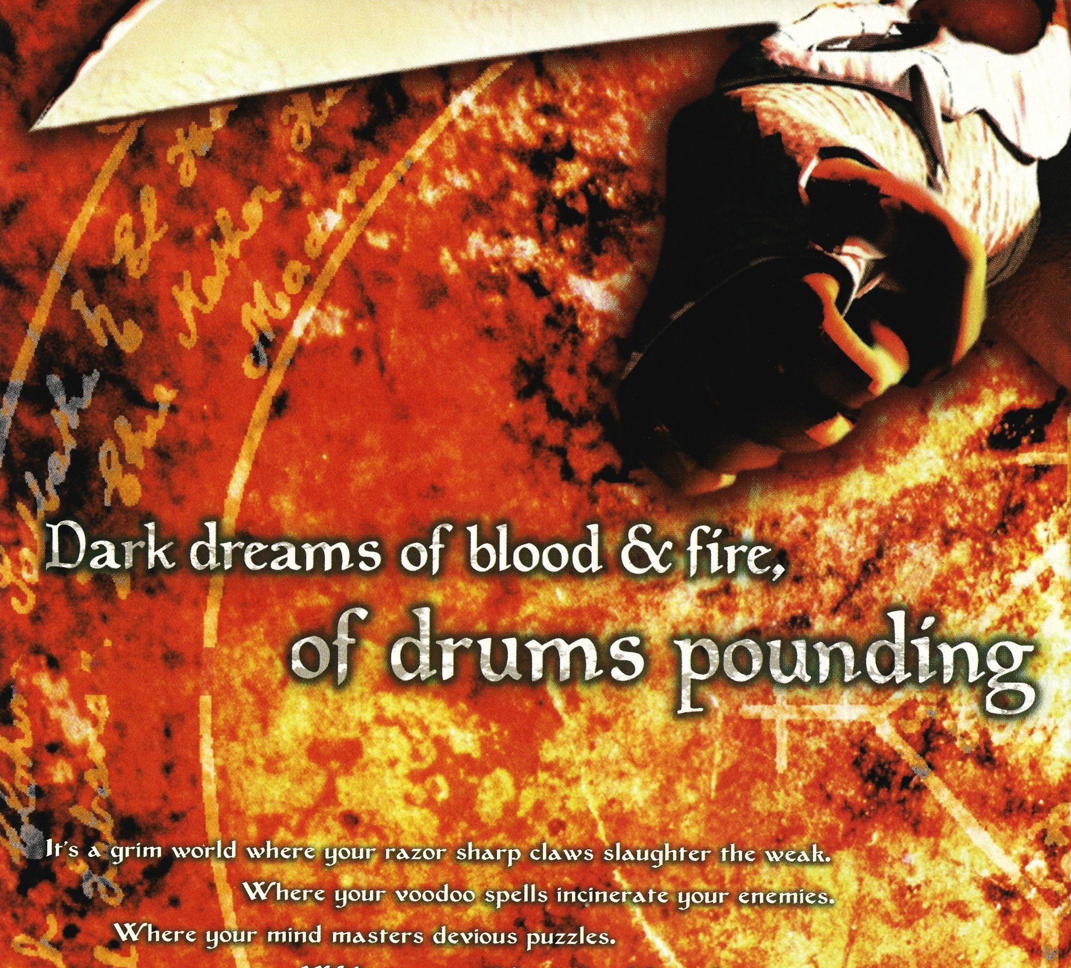
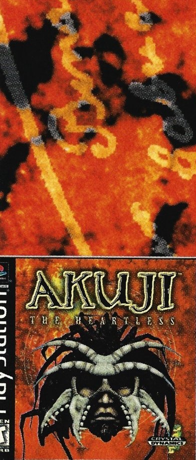
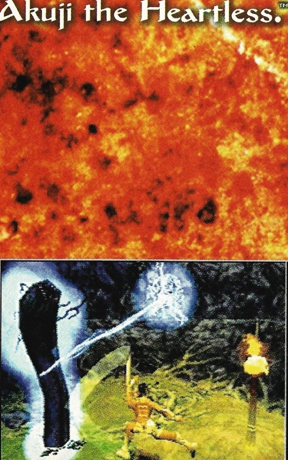
Rating

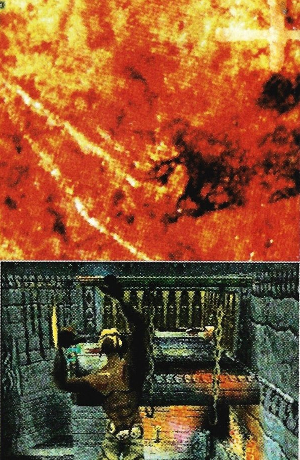


Dark dreams of blood & fire, of drums pounding

It's a grim world where your razor sharp claws slaughter the weak.
Where your voodoo spells incinerate your enemies.
Where your mind masters devious puzzles.
Welcome to Akuji the Heartless.™


AKUJI
THE HEARTLESS
CRYSTAL DYNAMICS





rhythm...
here lies the amber cinder of your voodoo.
AKUJI™
THE HEARTLESS
PlayStation
TEEN
T
CONTENT RATED BY ESRB
CRYSTAL DYNAMICS
Call 1.800.771.3772
for Game Rating Information
www.crystald.com

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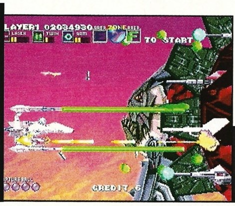
1or 2 Players

Memory Card 1 block

Analog Controller Compatible

Developer	Taito
Publisher	THQ
Genre	Action

G.Darius



Bigger fish to fry

It would be difficult to talk about any shooter for the PlayStation without mentioning Einhänder. Square's masterpiece singlehandedly (ahem) raised the standard of graphics and gameplay we all now expect from the genre. And yet, some gamers were still not satisfied. "Sure it's an amazing game, but where is the Two-player Mode? And where," they demanded, "are the giant mechanical fish?!" Well now everyone can rest easy. G.Darius is a great-looking and surprisingly deep shooter for one or two players and yes, the big bad seafood is back as well.

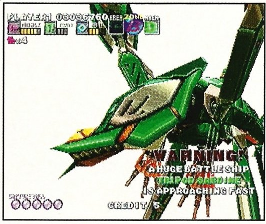
Like its predecessors, the latest in the Darius series features an impressive number of both levels (15) and Bosses (28!), with the player taking on six of each in any one game. Add to that five different endings, eight levels of difficulty, and an alternate path in each stage and you have one very replayable game. There's even a VS. Mode where you can challenge only the game's Bosses, many of them so complex that they are almost like levels by themselves.

Graphically, G.Darius ranges from unremarkable to incredible—you have the occasional somewhat bland stage or enemy, but all of the Bosses and many of the animated backgrounds are enough to make you completely forget about your game and stare in awe.

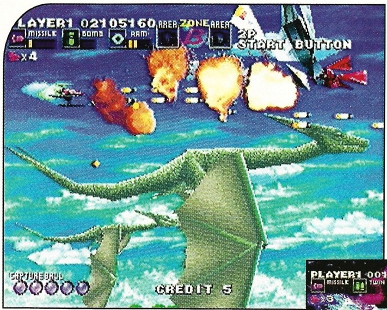
But where G.Darius really stands out is in the gameplay department. The ability to capture enemies to fight alongside your ship is every bit as interesting and fun as it sounds. Fighting game-style special moves and the mind-blowing Alpha beam weapon (better hold on tight to that dual shock) all contribute to a refreshingly original take on the traditional side-scrolling shoot-'em-up.

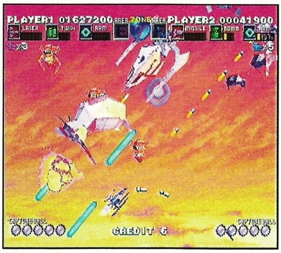
And don't forget, G.Darius offers all of this and the option to play with a friend. As good as it is alone, nothing compares to the chaos and teamwork possible in two-player simultaneous play. The blueprint for this kind of game dates back to 8-Bit, but G.Darius proves there are still plenty of fresh ideas left for shooters.

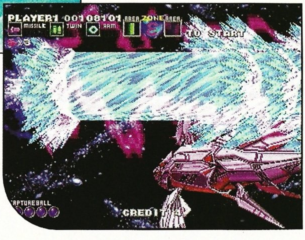
—Mark MacDonald



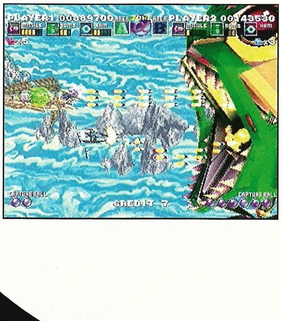
Hey, you're no fish, you're not even a lobster! What are you doing in Darius? Get outta there!







The terrifying power of the alpha beam is unleashed, reducing this Boss to chum.



Box Score

Pros

- Incredible animated backgrounds and Bosses
- Two-player simultaneous play
- Exciting new play mechanics

Cons

- Some slowdown when the action gets intense
- Does every Boss have to be a fish?

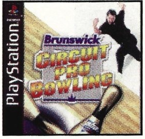
"G.Darius is a great-looking and surprisingly deep shooter for one or two players and yes, the big bad seafood is back as well."

Official U.S. PlayStation Magazine

● ● ● ● ○

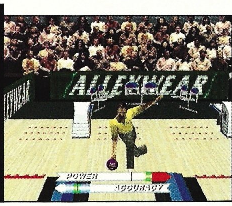
Rating

Developer Adrenalin Ent.
Publisher THQ
Genre Sports


PlayStation
Brunswick
Circuit Pro Bowling

1 or 2 Players
Memory Card 2 blocks

Brunswick Circuit Pro Bowling


ALLEYWEAR
POWER
ACCURACY

The PlayStation finally gets a bowling sim

Bowling games on the PlayStation have been a rarity to say the least. Gamers too lazy to go to the bowling alley to play this super-intense sport have had Ten Pin Alley as their only option to quench their thirst for pin-crushing, until now. This also brings us to an interesting fact, by the way. The same developers of that wacky bowling game, Adrenlin Entertainment, are the ones responsible for this game too. It seems they've really cornered this niche market.

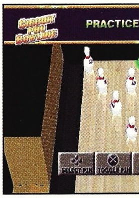
Seeking to set this bowling game apart from their previous effort, THQ and Adrenlin set their sights on making this game as realistic as possible, while not sacrificing fun. They accomplished this with a realistic physics model, a good learning curve, different types of balls, lots of skill levels and fully licensed professional bowlers. (But does anyone recognize any of these guys?) The game even takes into account the wearing down of a lane's oil during competition, ensuring that there is no one "killer" throw you can make that will work every time.

Bowling isn't exactly the most telegenic of sports, but Brunswick Bowling does a good job of presenting the game in this fashion by using various camera angles that show the ball travel down the lane and bowl over pins. Music with overzealous attitude plays between each frame, and the crowd is a little too enthusiastic, especially because they cheer regardless of how bad your throw was. It seems like the game tried a little too hard to give matches a charged atmosphere.

Aesthetically, the game is good, but not great. The pins and balls look fine, and the alleys have that nice glossy look to them. The bowlers could have stood to look a little more detailed, but really, just how great do you need them to look?

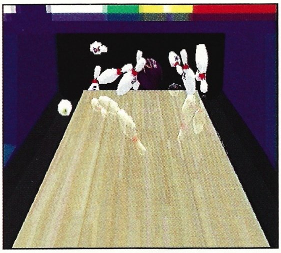
Brunswick Bowling is a must-have for bowling fans—especially those dying for a better simulation of the sport. Its biggest strength is that it's a fun game that will appeal to just about everyone.

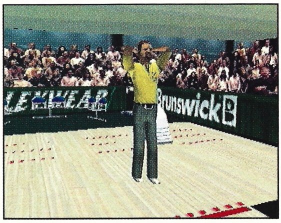
—Kraig Kujawa

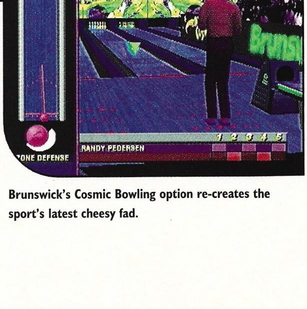

Circuit Pro Bowling
PRACTICE SETUP
SELECT PIN
TOGGLE PIN
RESET
EXIT

Play a pick-up spare contest or just set pins up for practice.

Brunswick
Bayer
OVERALL
RANDY PEDERSEN
THIS RACK: 0 OF 2 (0%)
0 OF 0 STRIKE
0 OF 2 (0%)
ZONE DEFENSE




ALLEYWEAR
Brunswick


Brunswick
1 2 3 4 5
RANDY PEDERSEN
ZONE DEFENSE

Brunswick's Cosmic Bowling option re-creates the sport's latest cheesy fad.

Box Score

Pros
- Tons of play modes
- Good graphics
- Everyone can play it

Cons
- Audio could use some work
- Bowlers could be a bit more detailed

> "Brunswick Bowling is a must-have for bowling fans—especially those dying for a better simulation of the sport."

Official U.S. PlayStation Magazine

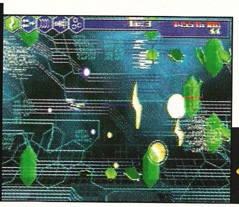
● ● ● ◐ ○

Rating

Developer Technosoft
Publisher Working Designs
Genre Action

1 or 2 Players
Memory Card 1 block

Thunder Force V



PlayStation

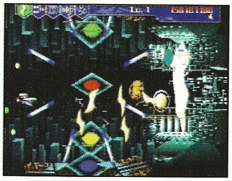
It may be ugly, but it has a great personality!

If you ask someone for his/her top-five favorite shooters of all time, there's a good chance there will be a Thunder Force somewhere on the list. The three titles released in the 16-Bit era consistently offered quality graphics and gameplay, building quite a name for the series in the process. As the latest installment for the PlayStation, Thunder Force V suffers a bit in comparison to other recent releases in the genre, but is redeemed to a large extent by its excellent control and playability.

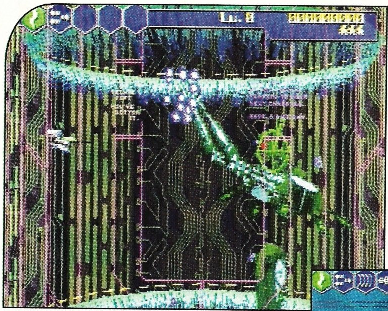
Although the slowdown problems that dogged the original Saturn version have been corrected for its PlayStation debut, Thunder Force V's graphics unfortunately remain unchanged. Polygonal enemies, including Bosses, often appear blocky and out of place against the simple 2D backgrounds. Other enemies look plain or pixelated, and only in a couple places does the game attempt anything exciting or ambitious in background effects. On the other hand, Thunder Force V's gameplay is well-balanced and addictive. It's scream-out-loud difficult but ultimately masterable levels and Bosses require plenty of practice and pattern learning, bringing back fond memories of the classic shooters of old. With the three continues you're given on Normal difficulty, no one is going to finish this game without shedding a fair amount of sweat and tears (and on Hard, blood and other fluids). Switching between the five available guns is essential just to survive, and becomes almost a subtle art—unlike other shooters where there is one obviously superior weapon you use the entire game. The constant choice between using your most effective attacks and losing long-term firepower and shield protection also keeps you thinking even as your thumbs turn to mush.

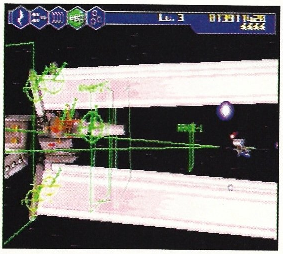
It may be difficult in the post-Einhänder age of the PlayStation shooter for many gamers to pick up on and appreciate the finer points of Thunder Force V, but anyone who can see past a few flaws will find a challenging, enjoyable game, very much in the tradition of the Thunder Force series.

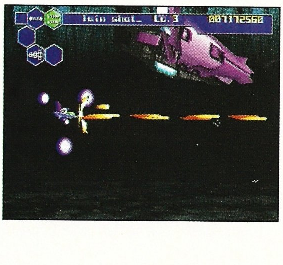
—Mark McDonald

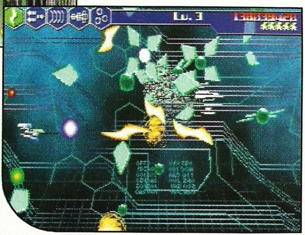


The lock-on weapon (left) is tailor-made for slaughtering end-level Bosses.









The graphics aren't great, but there's tons of crazy stuff flying around the screen at once.

Box Score

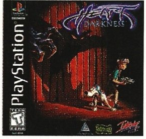
Pros
- Very challenging, even on Normal difficulty
- Addictive gameplay

Cons
- Simple, sometimes blocky graphics
- Dull backgrounds

"Thunder Force V suffers a bit in comparison to other recent releases in the genre, but is redeemed to a large extent by its excellent control and playability."

Official U.S. PlayStation Magazine
● ● ● ○ ○
Rating

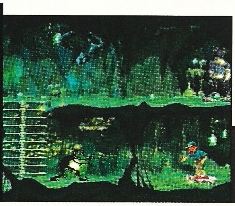
Developer	Amazing
Publisher	Tantrum
Genre	Adventure



1 Player

Memory Card 1 block

Heart of Darkness



PlayStation

The amazing adventures of one annoying boy

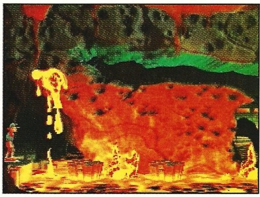
Featuring two alumni of the classic games Out of This World and Flashback: the Quest for Identity, Amazing Studios has applied their cinematic design philosophy to today's technology, and have found themselves with one beautiful game on their hands. Heart of Darkness' most startling feature is the breathtaking level of graphic quality. Characters are animated with great care and intricate detail, with no less attention being paid to the environment. You'll see trees rustling in the breeze, or see underwater plants gently waving in a current. It's the sort of thing that makes it feel more like an animated film than a video game, a feeling which is amplified by the superb cinemas.

The gameplay itself will be familiar to fans of Flashback and Out of This World: You'll find a fairly balanced mix of puzzle and action elements, with an emphasis on slow, methodical, screen-by-screen progress through the levels. Furthermore, like in these games, Heart of Darkness players can expect young Andy to spend a great deal of time dying. He'll find himself in a number of situations in which what's needed to advance past a particularly puzzling area won't be revealed until he meets his demise in several interesting ways—eaten by carnivorous plants, for example, or incinerated by a flaming gob of lava. Learning-by-death is a game design philosophy that some may find odd, considering that in most games the player has limited lives or continues (Heart of Darkness has neither of these), and as such can get a bit frustrating for the average gamer.

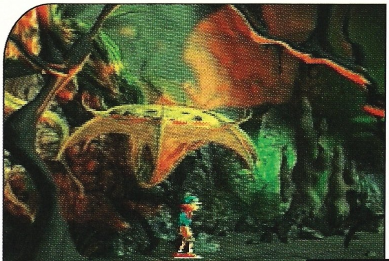
The almost metaphorical theme of Andy's fear of the dark lends itself to some interesting scenarios, but adult gamers may find this a bit childish, especially given the goofy (and annoying) gee-whiz voice acting of the Andy character.

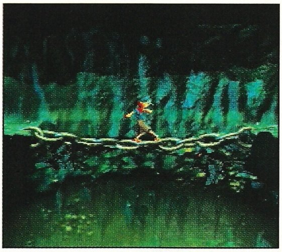
Technical problems are few; long load times and unmarked continue points are the only real areas for improvement. All in all, it's a satisfying update to a classic legacy.

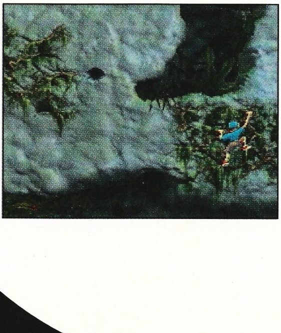
—Joe Rybicki

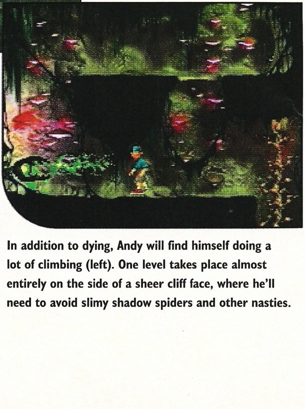


Timing is everything when it comes to these deadly spurts of lava (above)—especially considering that those platforms Andy needs to jump to will crumble the instant he lands on them.









In addition to dying, Andy will find himself doing a lot of climbing (left). One level takes place almost entirely on the side of a sheer cliff face, where he'll need to avoid slimy shadow spiders and other nasties.

Box Score

Pros

- Amazing graphics
- Varied, puzzle-oriented gameplay
- Crisp cinemas

Cons

- Annoying voice acting
- Low frame-rate in cinemas
- Some uneven challenge

"It almost feels more like an animated film than a video game."

Official U.S. PlayStation Magazine

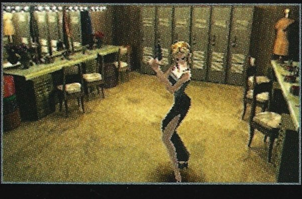
● ● ● ● ○

Rating

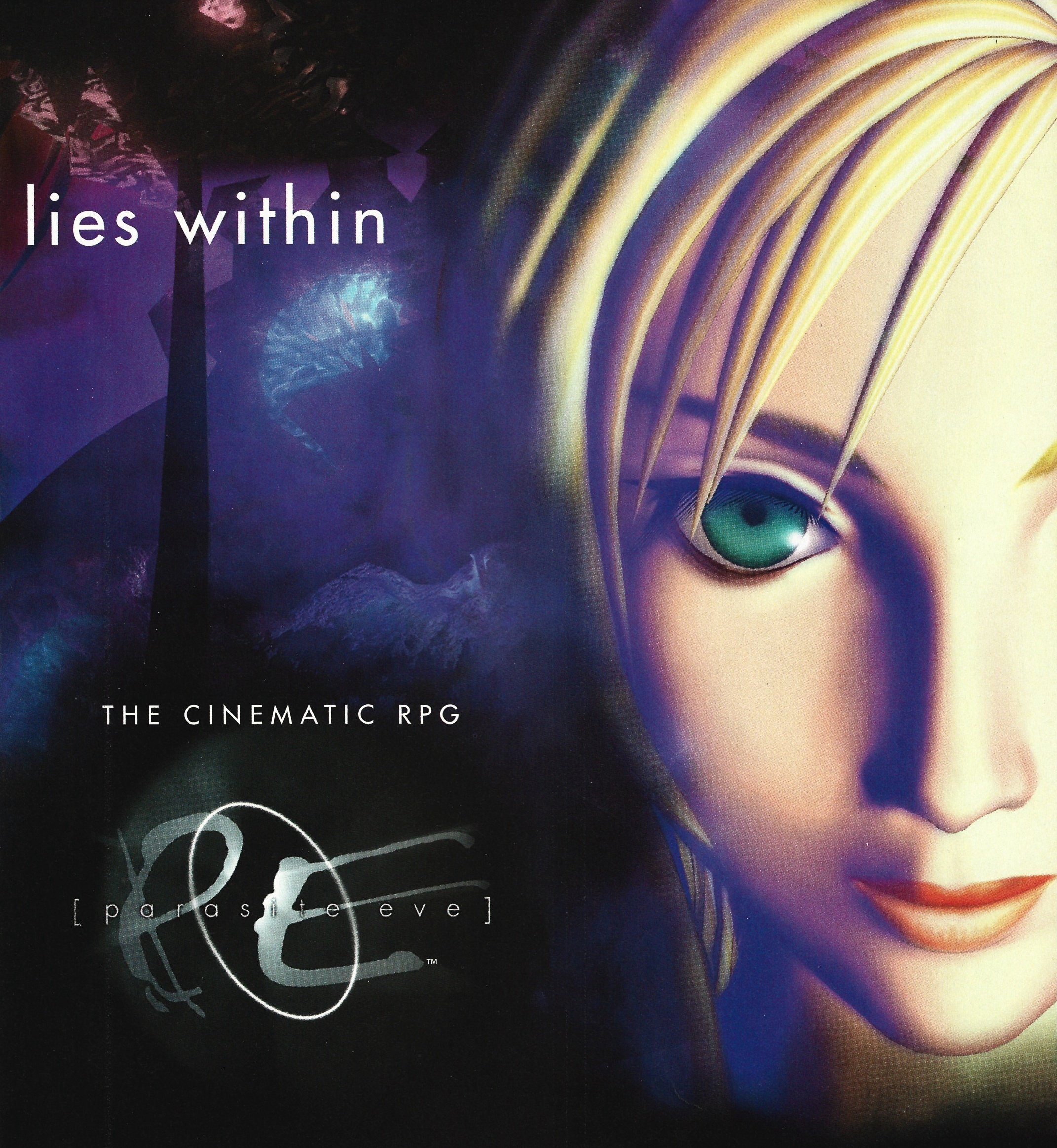
the worst foe

A concert goes horribly wrong when the audience suddenly bursts into flame.

Mysteriously, the evening's sole survivor is Lieutenant Aya Brea, N.Y.P.D.



Now she must hunt the killer down – or become them.



A chilling new adventure that could only come from the creators of Final Fantasy® VII.

AT
86/195 HP
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Brave Fencer Musashi™
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FINAL FANTASY® VIII

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MATURE
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CONTENT RATED BY ESRB

PlayStation®

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Developer Gremlin
Publisher Fox Interactive
Genre Sports

PlayStation
RC Racer

1 or 2 Players
Memory Card 1 block
Analog Controller Compatible

Team LOSI RC Racing

Remote-controlled racing...sort of

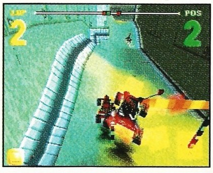
I wish I could understand how a brilliant game idea can sometimes go so far off track. Such is the case with Fox's uninspiring Team LOSI RC Racing. Think about the idea for a moment. Take the PlayStation's ability to produce expansive 3D environments, throw in an all-time favorite toy of kids everywhere, and you've got a sure-fire hit on your hands, right?

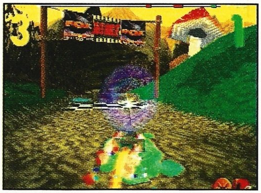
Nope. Would you believe that the designers decided to conduct the racing on run-of-the-mill courses? Oh, they've got their share of larger-than-life elements (giant mushrooms and the like), but racing in familiar household and neighborhood environments seems to me to be a no-brainer!

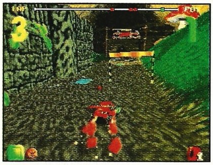
Still, the controls are spot-on for remote-controlled cars. Instant turns and wacky terrain handling indicate that the design team did their homework. But why bother with a remote-controlled car at all if the tracks are all but interchangeable with any other off-road racing title?

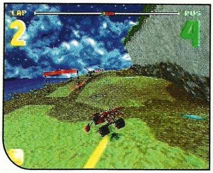
For what it's worth, the game is in most other ways quite competent. Graphics are acceptable if not stunning, and track design is decently challenging. The inclusion of colored power-up gates offers some nice variety. But in the end, I just have to ask, what's the point? I'd have rather seen high-powered off-road vehicles mauling the same courses.

—Joe Rybicki









Look at these screens. Surprised that there aren't any giant-scale household obstacle courses? Sadly, so was I.

Box Score

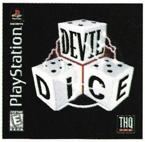
Pros
- Accurate controls
- Decent graphics
- Lots of tracks

Cons
- No RC-style environments!
- Some choppy frame-rates
- No wacky physics

● ● ◐ ○ ○

OPM Rating

Developer Sony CEI
Publisher THQ
Genre Puzzle



1~4 Players
Memory Card 1 block

Devil Dice

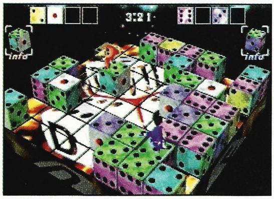
Curses! Another time-eating puzzle game!

We've been blessed (or is it cursed?) with not one, but two incredibly addictive new puzzle games this month. Devil Dice, although certainly the lesser of the two, is still a challenging, unique and maddeningly engaging game.

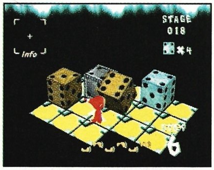
Originally released in Japan as Xi, Devil Dice features a tiny little demon who moves across the tops of a set of dice, attempting to arrange them in such a way that the dice are all connected, and face up on the amount which corresponds to the number of dice present (four dice should all be showing four, for example). On some boards, you'll find your little demon on top of the dice, and he'll flip them as he moves to the side. On others, he'll be on the ground, either pushing the dice around or flipping them from there. This 100-level single-player Puzzle Mode is augmented by several fast-paced Cooperative and Competitive Multiplayer Modes, as well as a (much-needed) Training Mode.

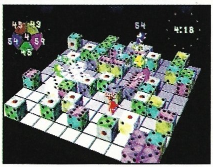
Although graphically unimpressive, Devil Dice nevertheless delivers the goods. You'll look at a board, certain that it can't be all that difficult, and before you know it it's the middle of the night and you're huddled in a corner, whimpering in frustration. Yes, this one can get unusually frustrating, but it delivers a hearty challenge to one's IQ, and that's what counts.

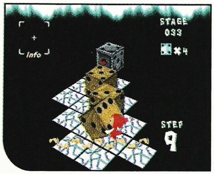
—Joe Rybicki



Two players can compete head to head to match four different numbers.







Box Score

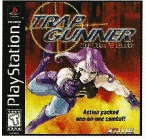
Pros
- Addictive as any puzzle fan could hope for
- Multiplayer Modes
- Nice variety

Cons
- Rules can be a bit dense
- Mediocre graphics
- More frustrating than most

● ● ● ◐ ○

OPM Rating

Developer	Racdym
Publisher	Atlus
Genre	Strategy



1 or 2 Players

Memory Card 1 block

Analog Controller Compatible

Trap Gunner

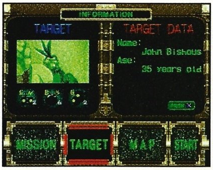
A lesson in nurturing a good idea

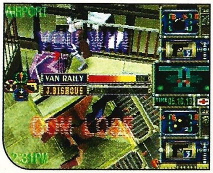
Trap Gunner is an example of what happens when game developers think that just having a good idea is enough. Players take the role of one of several cliché characters and undergo a short series of relatively simple missions which consist of either setting or disarming a small number of relatively uninspired traps. The good idea in question is a game that uses traps as its main method of combat—which can get particularly interesting when traps are used together to create an even nastier effect. By using the Force Panel trap, for example, players can bounce an enemy around the level like a pinball, inflicting damage with other traps along the way.

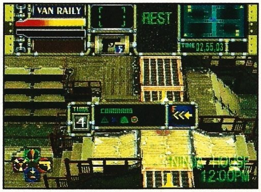
Unfortunately, the game fails to capitalize in any imaginative way on this fine idea. Level design is extremely lackluster, as is the limited selection of traps. A Two-player Mode, which should by all that's good and holy be wonderfully nasty, instead is largely ho-hum, partly due to the fact that the split screen is designed so that you can see exactly where your enemy is placing his/her traps! Where's the fun in that?

Some terribly unbalanced gameplay makes this game appear rushed at best. Unfortunately, this is nothing more than a depressingly average title. I hope someone else can do this idea justice.

—Joe Rybicki







Another great idea is that players can diffuse their opponent's traps by entering a code within a short period of time. Unfortunately, this is all too easy.

Box Score

Pros	Cons
• Nice ideas • Trap combos • Some decent anime art	• Too few traps • Boring levels • Uneven challenge • Badly designed Split-screen Mode

●●◐○○

OPM Rating

Developer	GD Sweden
Publisher	Psygnosis
Genre	Puzzle

box art not available

1 or 2 Players

Memory Card 1 block

Kula World

(working title)

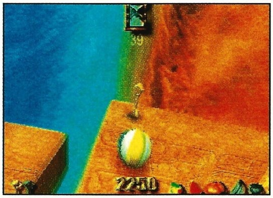
A thinking man's N20?

What is Kula World? Picture a living beach ball rolling and bouncing its way around complex three-dimensional environments hanging suspended in the air. Gravity is a cruel joke in Kula World; "down" is whatever surface your little ball happens to be standing on at the time. Considering that the ball can roll onto the side of the platforms at their narrow edges, gravity becomes entirely arbitrary. And this puzzle game makes cunning use of this idea of arbitrary gravity to create seemingly impossible levels.

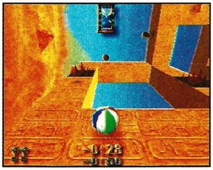
For example, you'll think there's no way to return from that long plummet to a distant platform, until you remember that you need only roll around to the other side of the platform to make the exact same jump in reverse. It gets quite difficult, but on the whole the challenge level of the game is "ramped" extremely well, so that you'll get the hang of each new element (e.g., spikes or ice patches) before it gets too frustrating.

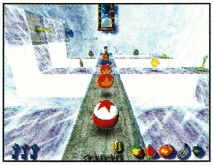
Coming from Psygnosis, it's not surprising that the game features a very "Euro"-looking design. Ethereal music and some trippy effects make it sort of a thinking man's N20, at least in terms of presentation. It all fits together quite nicely, resulting in a game that is as enjoyable to look at as it is addictive. Heartily recommended for puzzle fans and newcomers alike.

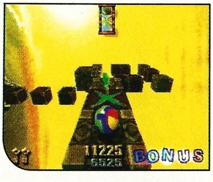
—Joe Rybicki



Avoid the pills! They send you on a brief, but nasty drug trip which eats up your time.







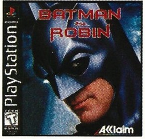
Box Score

Pros	Cons
• Extremely unique • Great graphics and sound • Carefully "ramped" level of challenge	• Occasional control glitches • Hard to judge distance from a great height • Too damned addictive!

●●●●◐

OPM Rating

Developer	Probe
Publisher	Acclaim
Genre	Adventure



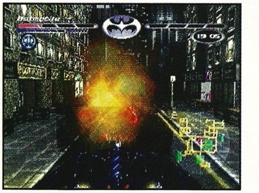
1 Player

Memory Card 2 blocks

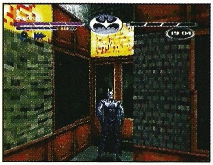
Batman & Robin

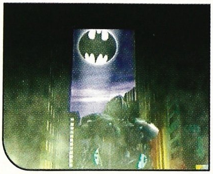
A shameful effort from the Caped Crusader

Turn left here



Grazing civilian vehicles will cause explosions while enemy cars will survive repeated direct attacks. Where is the justice?





There are some games that just can't be salvaged. Take, for instance, the poorly thought-out mess that is Batman & Robin. Now, Batman is a detective, so it's natural that he'll need to assemble clues and solve a mystery or two. But the only real mental challenge here is trying to make sense of the incredibly poor interface and controls. And, sadly, the mystery is why games like this ever come out.

Here's an example of what I mean by "poor interface and controls": In order to jump you have to be in Search Mode, but to kick you have to switch to Fight Mode. In other words, no jumping during fights—or, at least, without letting your guard down. Furthermore, there are tons of glitches, graphical and otherwise, that make this game seem unfinished. Here's one small example: No matter how bright you set the picture, it's still too dark. How hard is it to test a game on different screens?

There is also an internal clock that governs when events take place, which sounds neat until you realize that you're half an hour early to a crime scene—so you have to go into the Options Menu and speed up time! Ridiculous. The game is filled with things that could have been interesting, but just aren't. I wish I had these two days of my life back.

—Wataru Maruyama

Box Score

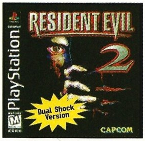
Pros
- Nice music
- OK graphics

Cons
- Horrible control
- Full of bugs
- Sloppy and confusing missions
- Choppy character animations

● ○ ○ ○ ○

OPM Rating

Developer	Capcom
Publisher	Capcom
Genre	Adventure



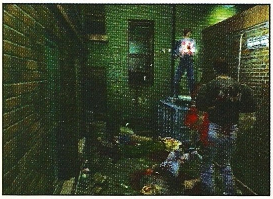
1 Player

Memory Card 1~6 blocks

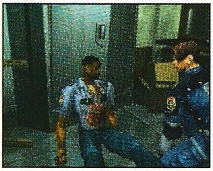
Analog Controller Compatible

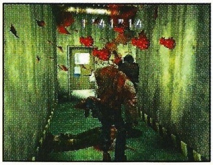
Resident Evil 2 (Dual Shock)

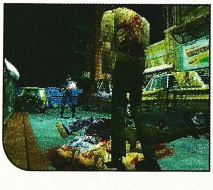
A five-disc game, plus some



No need to worry about ammo, Leon, you're in Rookie Mode!







Capcom, notorious for milking their successful franchises (can anyone say "Street Fighter"?) has managed to come up with yet another package in which to sell Resident Evil by adding support for the now-standard Dual Shock controller to a slightly modified RE2. Come on, folks, isn't this taking it a bit too far?

Granted, the game does include a new Rookie Mode, which gives players the game's most powerful weapons (complete with unlimited ammo) from the beginning of the game. And at the other end of the spectrum, those who play through both the A and B missions now have access to Extreme Battle Mode, which randomly distributes enemies and items. And the Dual Shock support is implemented well, giving each weapon a slightly different feel (although the analog stick is definitely *not* ideal for the turn-and-move-forward control scheme; I'm disappointed that they didn't include a free-movement option). If you don't own RE2 yet, and you use a Dual Shock, you'll definitely want to hold out for this version.

But if you already own the original version of RE2, please don't bother. The extra modes are gimmicky and not really worth the purchase of an entirely new game. Although the fact that it *is* RE2 forces it to share the original version's rating, this is one for RE2 virgins or die-hard fans only.

—Joe Rybicki

Box Score

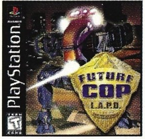
Pros
- Dual Shock support!
- It's all of RE2, plus some
- Extra (albeit gimmicky) modes

Cons
- Shamelessly milks the franchise
- No analog-specific control configuration

● ● ● ● ●

OPM Rating

Developer	Electronic Arts
Publisher	Electronic Arts
Genre	Action



1 or 2 Players

Memory Card 1 block

Future Cop L.A.P.D.

A solid, if unremarkable, shooter

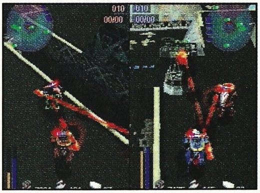
The future sucks. Dangerous, high-tech gangs have overrun the streets of Los Angeles with their cybernetic creations. Now it's up to you, a rookie cop in the L.A.P.D., to put the fear of God (or, at least, your guns) into these miscreants faster than you can say, "Rodney King."

Get past the cookie-cutter story (why does the rookie always get the most life-threatening jobs?) and the equally cliché level design (will architects of the future really use so much brown and grey?) and you find yourself playing one fairly solid game. Think of it not as the free-roaming 3D action game it tries to pass itself off as, but rather as a late-'90s Ikari Warriors-style shooter, and you'll start to see the attraction.

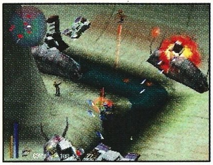
Sure, the frame-rate is choppy and the controls are occasionally sluggish, but the graphics, especially the lighting and explosion effects, are nicely done, and the level design, if senseless, is complex enough to offer a new life-threatening situation around every corner—usually delivered by exceptionally cool-looking mechanical enemies. Plus, there's enough challenge to keep any would-be Darryl Gates plenty busy.

No, it's not a great game by any means. But Future Cop, problematic as it may be, is one surprisingly satisfactory shoot-'em-up.

—Joe Rybicki



Two players can not only go at it head to head, but can also work together in Cooperative Mode.



Box Score

Pros
- Nice graphics
- Lots of levels
- Two-player Modes
- Complex level design

Cons
- Poor frame-rate
- Overdone story
- Ugly levels

● ● ● ○ ○

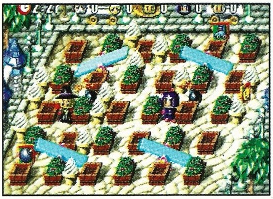
OPM Rating

Developer	Hudson Soft
Publisher	Atlus
Genre	Action

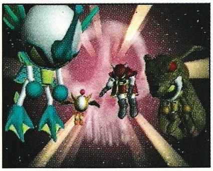
PlayStation
Bomberman World

1~4 Players

Memory Card 1 block



Try figuring out what's going on with five players on this board!



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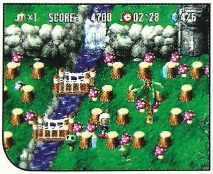


Bomberman World

A disappointing perspective

Chances are, you're familiar with Bomberman; the big-headed little fellow has been starring in some of the most riotous multiplayer games for years. But if you are a fan, you may realize that this PlayStation appearance marks a bit of a departure for the series—and not all of the changes are good.

Perhaps the first thing you'll notice about Bomberman World is the new isometric perspective. No doubt designed to showcase the game's new graphical depth, this three-quarter view unfortunately backfires, making it difficult to judge distances between enemies or deadly explosions. Throw in additional three-dimensional obstacles and characters, and it begins to get difficult to figure out exactly what's going on onscreen.

The game's One-player Modes (never a highlight of the series to begin with) are exceptionally frustrating, occasionally forcing the player to play through the same levels repeatedly in order to assemble the right power-ups to take on the extremely carefully programmed (read: cheap) Boss.

The multiplayer Battle Mode does put that cheapness to good use, giving the player AI opponents who actually prove challenging; but still, it doesn't stand up to even the Saturn version. I'd have to recommend this only to fans of the series looking for a new perspective.

—Joe Rybicki

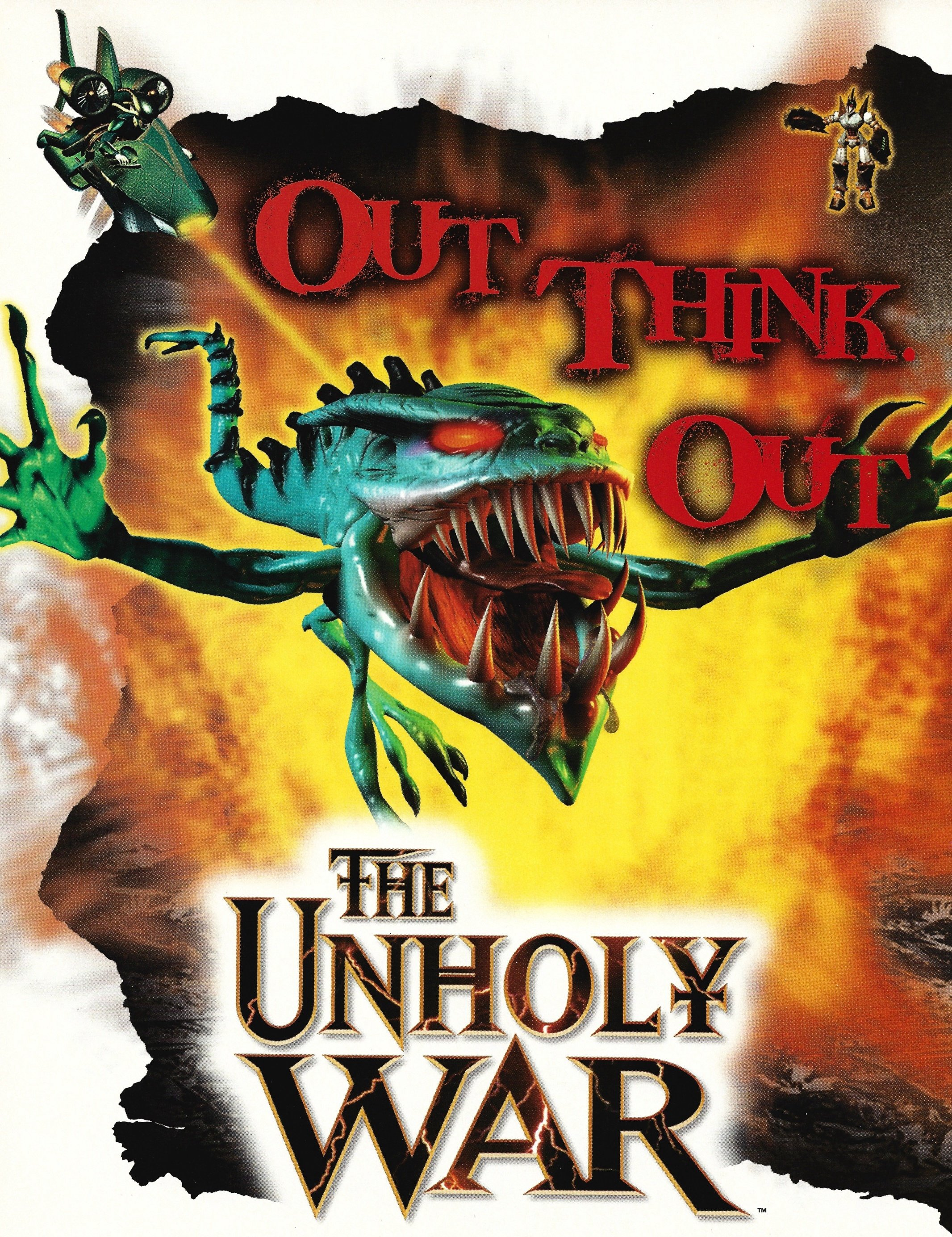
Box Score

Pros
- Best graphics of any Bomberman game
- Nicely challenging Battle Mode

Cons
- Cluttered isometric view
- Cheap Bosses
- The game seems awfully slow

● ● ◐ ○ ○

OPM Rating


OUT THINK.
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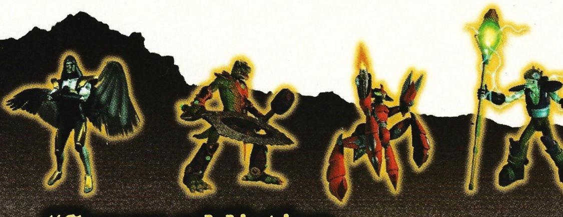
Check out www.unholywar.com for product info and free stuff.



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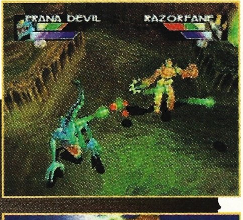

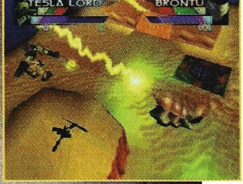

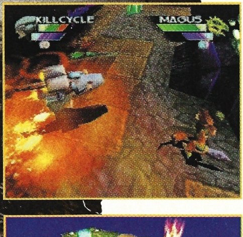

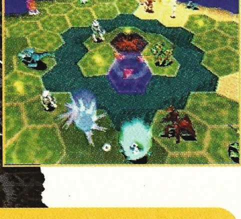

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PlayStation

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Review Recap

A roundup of the most notable games of recent months

Spice World

last
preview
record

C: the Contra Adventure

Think Konami learned a lesson from the horrendous Contra 3D? Think again. Unbalanced gameplay, shoddy graphics and overall messy design make us hunger for the 16-Bit days. The bottom line? Don't bother.

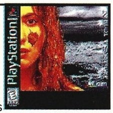
OPM Rating ●◐○○○

Dead or Alive

Tecmo has produced one surprisingly excellent fighter with Dead or Alive. The game has tons of moves, lightning-fast controls and a hyperactive move-reversal system that never lets any one player dominate the match. Add a quick-dodge Evade button, and you've got one fast and furious fighter. Yes, the animation on the female fighters is ridiculous, and no, it's not politically correct, but it is one superb game.

OPM Rating ●●●●◐

Forsaken



The new Descent-style 360-degree corridor shooter from Acclaim has raised more than a few eyebrows with its stunning high-res graphics. There's nothing terribly revolutionary about it, but what the game does, it does well. Intelligent enemies and an extensive control scheme allow for a great deal of challenge, and a two-player Deathmatch Mode keeps things interesting.

OPM Rating ●●●●○

Gran Turismo

If you haven't played Gran Turismo yet, you're missing out on something. Specifically, you're missing out on the greatest racing game yet to arrive on any system. Want to jump right into a fast and furious race? Arcade Mode is just your thing. Care for more of a realistic simulation experience? GT Mode will have you spending hours in front of your TV trying to shave milliseconds off of your score. With 166 different cars, you even stand a good chance of driving your own model! Don't miss this game.

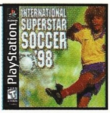
OPM Rating ●●●●●

Grand Theft Auto

This is one game that's been stirring up controversy on both sides of the Atlantic. You play the role of a freelance gangster, stealing cars and performing various other highly illegal activities. What's surprising is that, in spite of the sickening graphics, shallow missions and morally reprehensible premise, the game can actually be a blast to play. A rental, at least.

OPM Rating ●●◐○○

ISS Soccer '98



Quite simply the best soccer game available for the PlayStation (in the States, anyway). There's no World Cup license, but who needs it when you've got top-notch controls, incredibly lifelike animations and challenging AI opponents. Goaaallll!

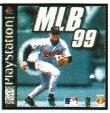
OPM Rating ●●●●◐

Kartia

One of the most all-around enjoyable strategy RPGs to come around in quite some time, Kartia takes the simple rock-paper-scissors battle system and adds enough variations to make every battle a supreme exercise in careful tactics. A great, unusual graphic style is the icing on the cake.

OPM Rating ●●●●○

MLB 99



So far, this is the best baseball game available for the PlayStation. Great graphics, detailed players and lots of helpful options keep MLB 99 at the top of its game. There are some problems in AI, but they don't tarnish the game too much.

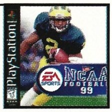
OPM Rating ●●●●○

Mortal Kombat 4

The newest addition to the MK saga is a surprisingly adequate port of a very high-performance arcade game. The inclusion of free-roaming arenas and the ability to pick up weapons add some much-needed innovation to the aged series. Some unresponsive controls mar the experience, as does the frequent disc access. Nevertheless, it's a solid addition for any MK fan.

OPM Rating ●●●◐○

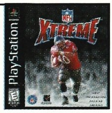
NCAA Football 99



A development team all its own (for the first time since the inception of EA's college franchise) has made NCAA 99 one hell of a college football game. Excellently challenging AI, loads of options and great polygonal graphics make this one a winner on all counts. And although the frame-rate could use a boost, EA's 32-Bit football games have always been about realism over action. Nice job!

OPM Rating ●●●●◐

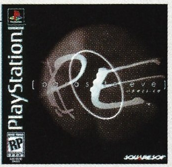
NFL Xtreme



Let's put it nicely. Let's say this game is "strikingly similar" to Midway's smash arcade hit NFL Blitz. Unfortunately, Xtreme tries for some more

recap pick of the month

Parasite Eve



Think Final Fantasy VII meets Resident Evil, and you've got an idea of Parasite Eve's unusual approach to the role-playing genre. Start off with some stunning graphics, from the detailed static environments to the beautiful rendered cinemas. Add a chilling sci-fi story (and some gruesome cinematic effects). And top it off with a well-designed attribute system which lets players fully customize not only their character, but her weapons, as well.

A mind-bogglingly difficult, 77-level Extra Mode, awarded upon completion of the game, adds significant replay value, as does the promise therein of a tool to make your often-modified weapons infinitely upgradeable.

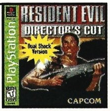
The biggest flaw is the utter lack of any puzzle elements whatsoever; but approach Parasite Eve as an interactive sci-fi/horror story and you won't mind a bit.

OPM Rating ●●●●○

conventional simulation features and ends up falling on its face. It falls somewhere between GameDay 98 and Blitz on the realism scale, and a good deal beneath both on the entertainment scale. Pass on this one.

OPM Rating ●●○○○

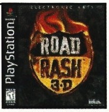
Resident Evil DC (Dual Shock)



Capcom manages to find yet another way to package the PlayStation's first blockbuster hit. But guess what? This so-called Director's Cut is still lacking the cutscenes from the original version! It's a great game, but only really worth getting if you don't already own the original.

OPM Rating ●●●○○

Road Rash 3D



This update to the classic arcade game is most crippled by the fact that it includes no Two-player Mode. But huge tracks, a great soundtrack and the trademark ultraviolent Road Rash style make this one at least worth a look, especially for fans of the previous games.

OPM Rating ●●●○○

Roscoe McQueen Firefighter Extreme

Whoah. This is an example of a potentially fascinating game premise gone awry. Players travel through unremarkable 3D environments putting out fires (which seem to be caused simply by spontaneous combustion) and rescuing frightened civilians. Think of a cross between Blasto and Bubsy 3D and you're on the right track. No thanks.

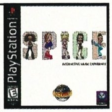
OPM Rating ●◐○○○

SaGa Frontier

There is such a thing as being too non-linear, as evidenced by the unfocused collection of stories that makes up SaGa Frontier. Nevertheless, the beautiful backgrounds, an unusual battle system and a lighthearted feel should appeal to RPG-hungry fans with a lot of time on their hands.

OPM Rating ●●●◐○

Spice World



Oh boy. This is possibly one of the most bizarre PlayStation games ever to be released in the States. Players guide the Spice Girls through a whirlwind career, first by piecing together familiar Spice songs in correct order, then by putting together a dance routine, which is followed by a trip to the studio, and so on. You'll get nowhere unless you know the songs by heart, so this is one for the die-hard Spice Girls fan (and we know you're out there) only.

OPM Rating ●●◐○○

Soul Blade

As far as weapons-based fighters go, they don't come much better than this. Although the combat itself might seem a bit on the simple side for those accustomed to Tekken, a host of options not found in the arcade version offer a whole lot of replayability. All this, and great characters, too. It's well worth the new Greatest Hits price, and then some!

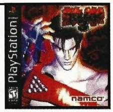
OPM Rating ●●●●◐

Tekken 2

Fighting fans who can't afford to pick up Tekken 3 can do almost as well by snagging a Greatest Hits copy of Tekken 2. It's still one of the most difficult fighting games to master, and yet is simple enough that a newcomer can do well on the first try. No, there are no secret modes, but the engine can get even faster than Tekken 3!

OPM Rating ●●●●◐

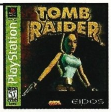
Tekken 3



This game takes the superb engine of Tekken 2 and adds some truly unique new characters, two extra play modes and even more impressive graphics to arrive at what is simply the greatest fighter ever. Just check out Eddy Gordo's moves if you need proof. How will they ever top it?

OPM Rating ●●●●●

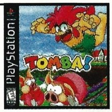
Tomb Raider



The game that started Lara Croft's reign as *the* video diva still provides an impressive gaming experience. Huge, moody levels keep the tension levels high between battles. Only a weak save system mars this Greatest Hit.

OPM Rating ●●●●○

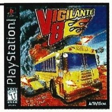
Tomba!



The platform veterans at Whoopee Camp have come up with an entertaining, and surprisingly deep, platform-based adventure that in some places could even be called an RPG. More than 130 mini-quests are carried out in a huge, colorful, polygonal world populated with dozens of wacky characters. Whimsical fun for the whole family.

OPM Rating ●●●●○

Vigilante 8

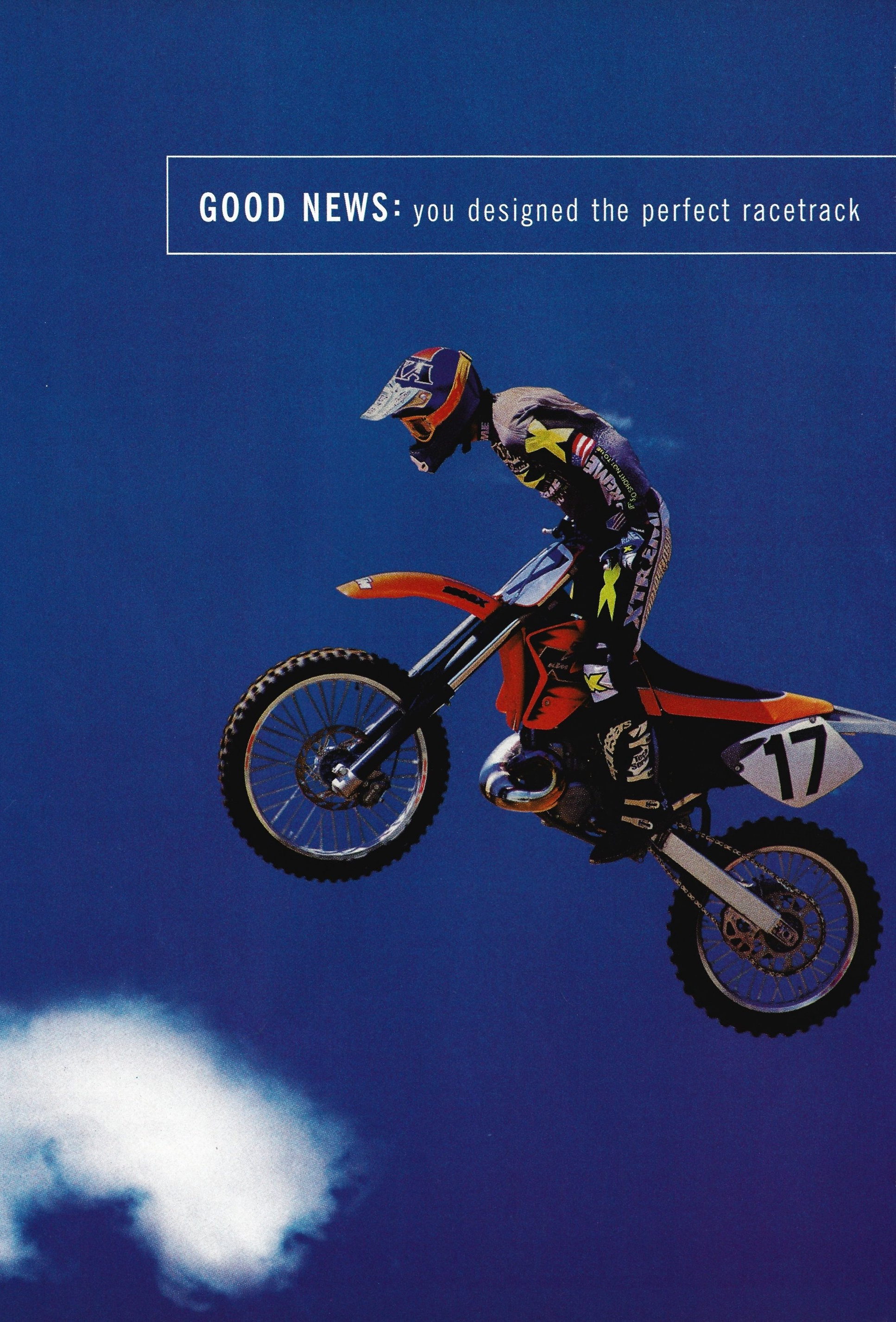


This game of vehicular combat takes the formula set forth by Twisted Metal and runs with it. Gigantic, realistic environments are the arenas, funky '70s characters are your enemies, and your vehicles range from a school bus to a (hidden) alien spacecraft. The powerful engine even allows for blowing huge craters in the ground. It's a blast!

OPM Rating ●●●●○

Ratings at a Glance

Ace Combat 2	●●●●●
AGH: Atari Coll. 2	●●◐○○
Blasto	●●●◐○
Breath of Fire III	●●●◐○
Cardinal SYN	●●●○○
Castlevania: SotN	●●●●●
Colony Wars	●●●●●
Crash Bandicoot 2	●●●●○
Deathtrap Dungeon	●●◐○○
Final Fantasy VII	●●●●●
G-Police	●●●●◐
Gex: Enter the Gecko	●●●◐○
Ghost in the Shell	●●●●○
Hot Shots Golf	●●●●○
Judge Dredd	●◐○○○
Klonoa	●●●●●
The Lost World: JP	●○○○○
Madden NFL 98	●●●●○
Micro Machines	●●●●●
Moto Racer	●●●●●
NBA Live 98	●●●●◐
NBA Shoot Out 98	●●●◐○
NCAA Football 98	●●○○○
Need For Speed III	●●●●○
NFL GameDay 98	●●●●●
NHL 98	●●●●○
NHL FaceOff 98	●●●●●
Nightmare Creatures	●●●◐○
One	●●●●○
OW: Abe's Oddysee	●●●●○
PaRappa the Rapper	●●●●●
Pitfall 3D	●●○○○
Point Blank	●●●◐○
Resident Evil 2	●●●●●
Riven: Sequel to *Myst*	●●●●●
San Francisco Rush	●●●○○
Spawn: The Eternal	●●○○○
Star Wars: MoTK	●●●○○
Street Fighter EX + α	●●●●○
Test Drive 4	●●●◐○
Tomb Raider II	●●●●◐
Triple Play 99	●●◐○○


GOOD NEWS: you designed the perfect racetrack
17
XTREME

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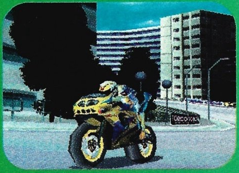
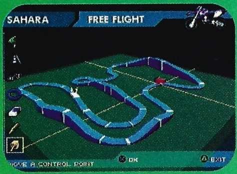
BAD NEWS: it's down there

MOTO RACER 2

Finally, you can create the racing experience that fits your personality. Build shock-crumpling jumps and tire-bending hairpins. Race sport bikes or motocross. On Sahara sand or Amazon mud. It all depends on whether your personality is unstable. Or just plain whacked.

Sickening speed? Or death-defying air?

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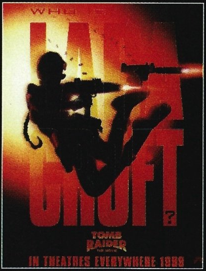
BYTES TO B

OX OFFICE

by Garth Franklin

With the novel, comic book, and TV show wells drying up, Hollywood is again looking to video games as a source of ideas for the latest blockbusters. Although video game-based movies have flopped (save Mortal Kombat), part of the problem was that the subject material was simply too cheesy or childish to begin with. Thanks to the success of the PlayStation, an industry that once catered its games to younger children now targets a much older demographic. This shift enabled developers to make games with more mature themes that seem tailor made to leap to the silver screen. Many would even say that some of the most popular PlayStation games have better plots than some Hollywood blockbusters.

TOMB RAIDER



Studio: Paramount
Budget: $60-80 million
Release Date: Mid-1999

The Cast: **Liz Hurley, Demi Moore, Sandra Bullock, Anna Nicole Smith, Jennifer Lopez, Carla Pivonski** and **Ashley Judd** among others have all been mentioned at one time or another as being up for the role as the in-the-flesh version of Lara Croft. From that list, Moore is now the rumored front-runner with Hurley a close second. But don't be surprised if the decision isn't made for a while yet. As for the villain, only **Sharon Stone**'s name has surfaced.

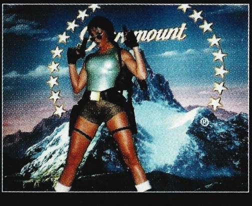
The Crew: Although the film is being written by Brent Friedman, a member of the team responsible for the much-maligned *Mortal Kombat: Annihilation*—he and skilled producers Lawrence Gordon and Llyod Levin are all determined to make this a solid script that will finally break the curse of other recent game-to-film translations.

What's It About: Lara Croft is an adventurer. Born into English high society, she grew up in a life of wealth and luxury—until a fateful skiing trip when her plane crashed in the Himalayas. Forced to rely on her wits to survive, Croft persevered and managed to return home. Realizing that for the first time she felt "truly alive" during the ordeal, she now explores temples of ancient civilizations—finding danger, excitement and the occasional artifact which certain parties are willing to pay top dollar for. Her most recent client is corporate magnate Jacqueline Natla who is after a powerful talisman from the long-lost civilization of Atlantis.

Upon finding a section of it, Natla double-crosses her and leaves her for dead. Now Lara is determined to find out more about the talisman, why Natla wants it and what she plans to do with the incredible power it could unleash.

Why Should You Care: To women, Lara Croft is a great role model. Intelligent, sharp and physically active—she can take down a 300-pound bodyguard, a ferocious wolf and solve a complex ancient riddle within a lunch break. To men, she is one hot babe with a hell of a rack—which very noticeably stands out thanks to the tight T-shirts she dons. In fact, Lara's "assets" in reality would make it very hard to even walk, let alone do the twisting and life-threatening stunts she is capable of. Nevertheless, they are a part of her appeal (a very large part), and it's believed that the actress who lands the role will get a bit of a "boost" thanks to the latest in CG-expansion technologies. But can the game effectively translate to film? The success of the similarly themed *Indiana Jones* franchise shows there is a big audience out there for her kind of adventures—will Lara rival Indy?

From top to bottom: Demi Moore, Ashley Judd, Sandra Bullock, Elizabeth Hurley and Jennifer Lopez.



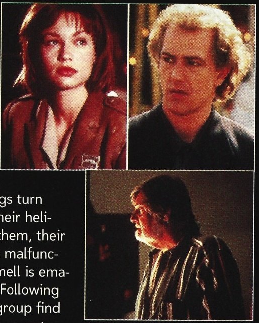
RESIDENT EVIL

Studio: None at present, but Constantin Films is producing
Budget: $60 million
Release Date: Early 2000

The Cast: No one has been cast yet, though initial buzz had **Jason Patric** and **Samantha Mathis** as the main stars in the film. One much-loved, but quickly defused hot rumor had *Evil Dead* star **Bruce Campbell** in the film. The only name to recently be mentioned at all was **Bruce Payne** (*Passenger 57*) as the villainous Weskler.

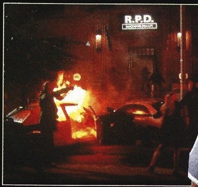
The Crew: *Spawn* writer Alan B. McElroy worked on the initial script draft which has since been scrapped. Held in limbo for a while, it wasn't until mid-July this year that cult director and *Night of the Living Dead* creator **George Romero** dropped a bombshell at the Las Vegas VSDA show, announcing that he will write and direct the movie. Since the announcement, things have begun heating up.

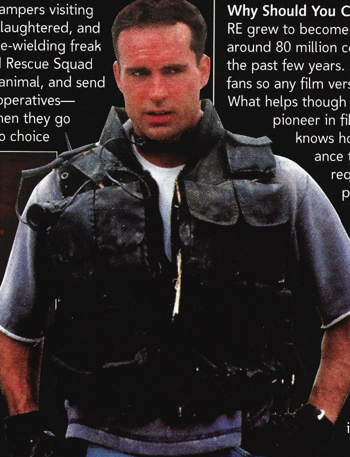
What's It About: The happy campers visiting the Raccoon forest are being slaughtered, and it ain't by a hockey-masked axe-wielding freak either. The Special Tactics and Rescue Squad believe it's the work of a wild animal, and send in their second-best group of operatives—Beta Team—to investigate. When they go the way of the dodo, there's no choice but to send in the very best—Alpha Team—to find the missing operatives and what happened to them. However, things turn from bad to worse as their helicopter pilot abandons them, their radio communication is malfunctioning, and a putrid smell is emanating from the forest. Following the bloodied trail, the group find an old mansion where a secret group has been conducting biological experiments—experiments which have turned their workers into legions of the living dead, and these zombies are very hungry.



Samantha Mathis (top left) and Bruce Payne (top right) are rumored to star in *Resident Evil*, with George Romero (above) directing.

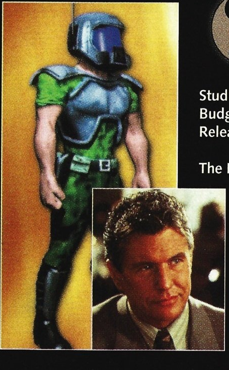
Why Should You Care: Starting originally on the PlayStation, RE grew to become Capcom's biggest-selling game ever—around 80 million copies have been sold internationally over the past few years. It's considered a gaming classic to many fans so any film version is bound to garner a huge interest. What helps though is the inclusion of Romero who's been a pioneer in films about zombies, mainly because he knows how to tell a darn good story and can balance the complex mix of horror and humor required for such a project. RE's great atmosphere was in fact inspired by Romero's work on the *Living Dead* series, and Romero himself has already had some experience with the subject—directing the Japanese commercial for RE2 (called Biohazard 2 over there). Some RE fans on the Internet have been so devoted to seeing the film version made that they have been flooding the newsgroups and bulletin boards with fake "insider reports" and "on-set pics," determined to keep the interest alive and high. They got their wish; now it's just a matter of time.





This scene from the Romero-directed Biohazard 2 commercial (above) gives an indication of how Resident Evil, the movie (rumored to be starring Jason Patric, right), may turn out.

DOOM



Studio: Columbia/Tristar
Budget: Believed to be about $100 million
Release Date: Mid-1999

The Players: No casting yet. **Tom Berenger** has expressed his interest in the project, though we're not sure he should be hefting a BFG at his age.

Berenger is a good actor, but the real question is if he's too old to frag.

What's It About: The hordes of hell have arrived, but from the last place we expected—the stars. A distress signal from a Mars base is the first indication that something has gone wrong. Sent in to investigate, a team of mercenaries are attacked and separated. Alone, demons lurking around every corner, one lone soldier is our last chance to stop the creatures before they find a way to leave the base and reach Earth.

Why Should You Care: Forget Quake; Doom was the game which started the whole blood-bath by providing good, dirty demon-blasting fun. Originally the film version was under the control of Ivan Reitman at Universal, and was to be done in a tone reminiscent of *Ghostbusters*—a decision which angered many fans. Later, Universal passed on the rights and Sony quickly snapped it up for their Columbia/Tristar film division to begin work on. Co-screenwriter Ron Mita revealed in an interview recently that "Tri-Star wants to be true to the game and our primary goal is to create a story that won't alienate die-hard fans." A good sign indeed.

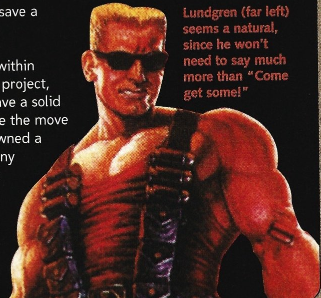
DUKE NUKEM

Studio: None as yet
Budget: Undetermined
Release Date: 2000/2001

The Players: **Dolph Lundgren** and **Penelope Ann Miller** were the first names to be mentioned, though no one will actually be cast until next year.

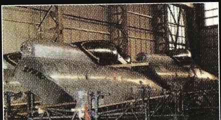
What's It About: Aliens have taken over, humanity is on the verge of collapse, and society stands in ruin. One man, armed with an arsenal of powerful weapons, is ready to blow the whole lot of them sky high, and maybe save a couple of blondes in the process.

Why Should You Care: Sources within GT Interactive aren't rushing the project, determined to make sure they have a solid story and script completed before the move any further. The "Duke" has spawned a legion of fans who'd guarantee any movie based on the game would be a massive hit, and this is a project that would make a perfect no-holds-barred action film: Guns, explosions, aliens, hot babes and violence—what more could you want?



Lundgren (far left) seems a natural, since he won't need to say much more than "Come get some!"

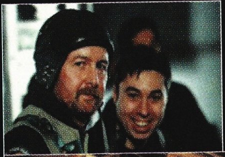
WING COMMANDER



Studio: 20th Century FOX
Budget: $27 million
Release Date: February 1999

The Cast: **Freddie Prinze Jr.** as Blair, **Matthew Lillard** as Maniac, **Saffron Burrows** as Angel and **David Warner** as Tolwyn.

The Crew: Chris Roberts who created and directed the five hit games in the series is doing the same for the film version, ensuring a good translation.



What's It About: The Future—the Terran Confederation is in a war against the "Kilrathi," a race of cat-like creatures determined to wipe us out. Christopher Blair is one of the Confederation's finest upcoming pilots, and his team is currently on their way to a fierce battle against the "Cats." However, en route they pick up a distress call, and following it to its source, they discover the Kilrathi have built a massive vessel with the power to destroy all life across a star system. The fate of the Confederation rests in the hands of these young pilots who must destroy this vessel before it strikes any nearby populated systems.

Why Should You Care: Wing Commander was a series which revolutionized gaming as we know it, the third installment proving to be the most groundbreaking thanks to its combination of great gameplay and Hollywood movie segments. The film version, however, won't be using any of the cast from the game (**Malcolm McDowell** originally was going to reprise Tolwyn but had other commitments), rather portraying the characters at a younger age in an earlier time. With only a moderate budget, Roberts has created a dark and intriguing-looking film which has been getting rave reviews from those who have seen early footage. Leaked on-set shots of the Kilrathi haven't been enthusiastically received, with one description given as "freakish hamsters." The movie also faces stiff competition at the box office, opening smack in between the latest installments from the lucrative *Star Trek* and *Star Wars* sci-fi franchises. But, there is a lot of buzz already going around and expect the cat-blasting fun to hit early next year.

27 million dollars is a pretty small budget for a sci-fi film, and perhaps that's why the Kilrathi are rumored to look like freakish hamsters.

COMMAND & CONQUER

It has recently been confirmed that Westwood Studios is busy developing their real-time strategy gaming franchise, Command & Conquer, into a film. The video game followed several characters fighting a futuristic battle set in the 21st century for two warring factions whose names are the Global Defense Initiative (G.D.I.) and the Brotherhood of NOD. A prequel to the game has already been produced, and the sequel is set to come out in October. No word on whether the movie will concentrate exclusively on the original game.

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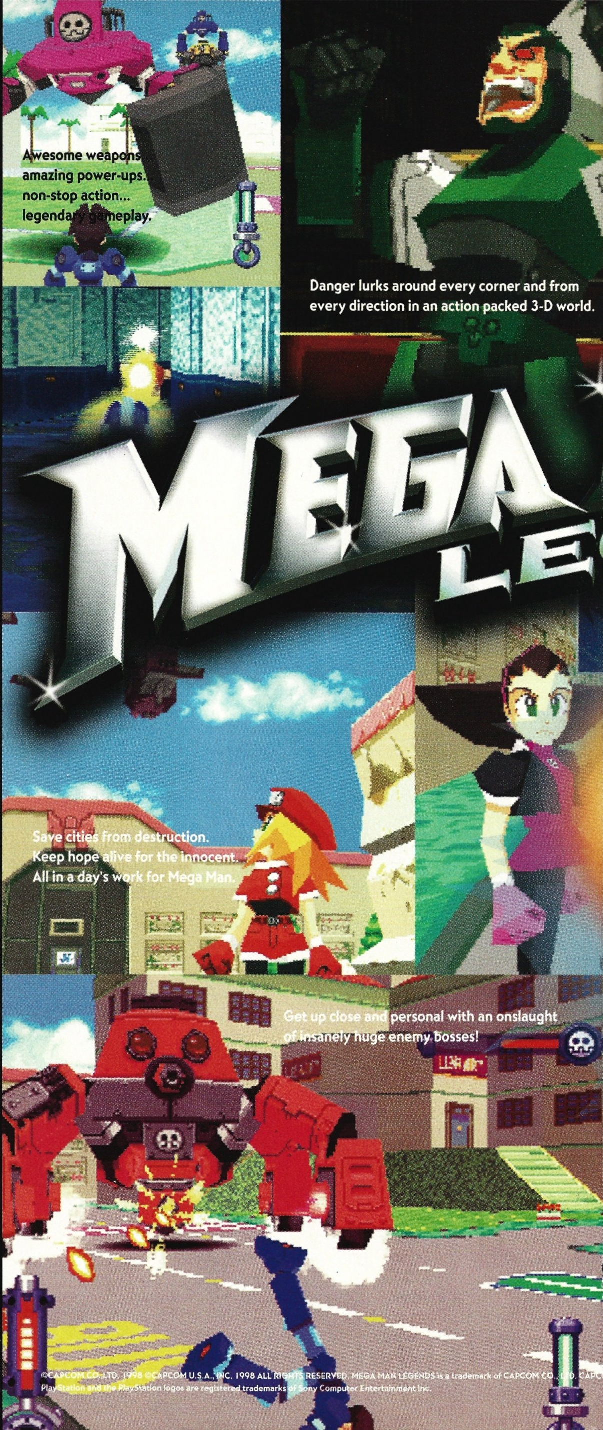
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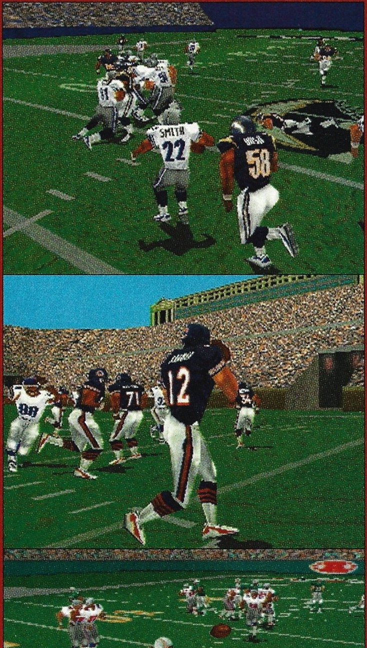
HE WENT 92 YARDS, BROKE TWO TACKLES, JUKED ONE CORNER AND BLEW THE NUMBERS OFF THE FREE SAFETY. C'MON, LET THE GUY DANCE.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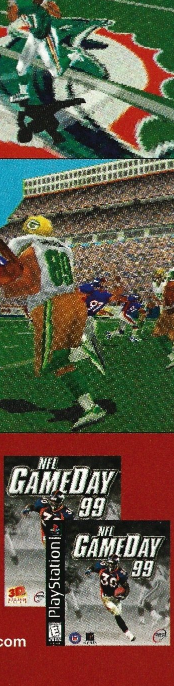
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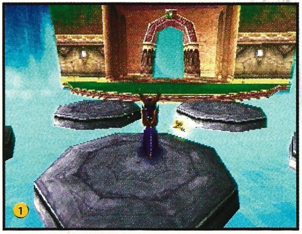
SPYRO THE DRAGON

Spyro's adventure will take him across six different worlds and 35 levels. While I'll leave the majority of the exploring to you, I will help you through the game's numerous "trouble spots." Each world will be broken down by level to help you guide Spyro to all of the stolen treasure, dragon eggs and imprisoned dragons. Of course that means getting past spell-casting wizards, dragon-eating plants and jumps that make the Grand Canyon look like a drainage ditch. Don't worry Spyro, with me at your side, Gnasty Gnorc is in big trouble.

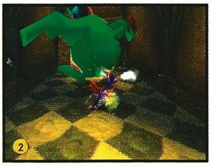
ARTISANS WORLD

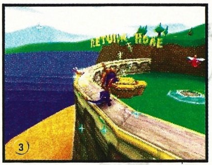
The Artisans World will help to familiarize you with the tasks Spyro will be faced with throughout the game. Get a grasp of all of Spyro's moves, especially gauging the distance you can cover when jumping and gliding.

HOME: Why would there be stones leading across this moat? Well, you'll speak to a dragon later in the game and the gate will be accessible after that point. Just jump onto the stones until they all turn yellow and the gate to this hidden level will be opened (1).



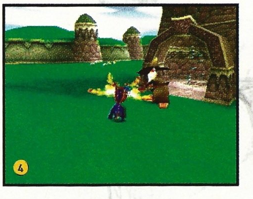
DARK HOLLOW: At the base of the stairs leading off to the right is a corridor patrolled by some rather large creatures. Their huge bellies will send you flying, making it impossible to get by. Wait for them to turn their backs and light a fire under them to get them out of your way (2).

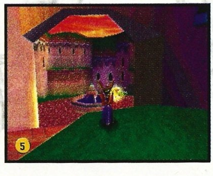




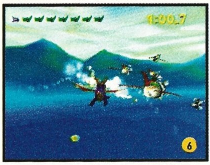
STONE HILL: In the first area you will find a well containing a dragon and a locked chest. The key can be found in a cave on the beach found behind the level exit (3). Watch out for charging rams and sheepherders (4). When you reach the top of the tower in the second large clearing, glide down to the outer rim. Scurrying about this area is a thief, along with a handful of scattered gems, so look around carefully.

TOWN SQUARE: To reach the area above the square with the fountain (there is another thief there), you will need to leap from the raised area at the top of the stairs (5). This less than obvious route can be reached by hugging the wall as you bank to the right.

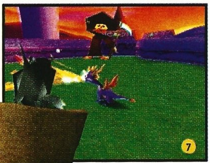


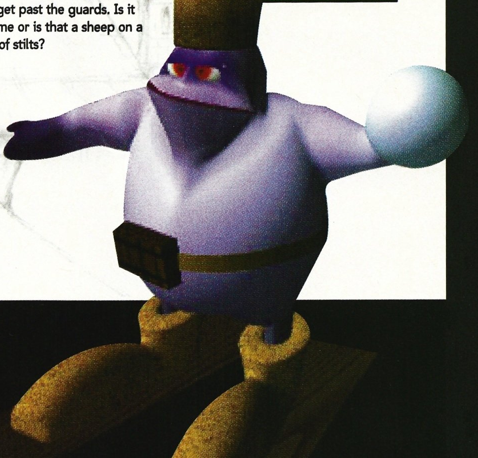


SUNNY FLIGHT: Head for the chests first and turn to the left when you exit the cave to go through the arches. The planes will be circling in two groups next, just before you reach the last couple of arches. Take them out (6) and finish the run by strafing the four trains.



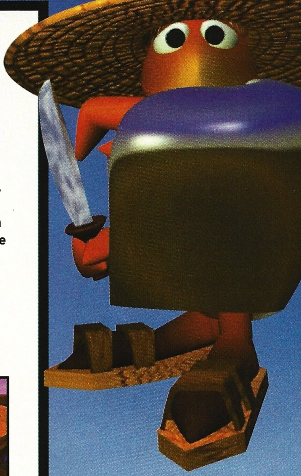
TOASTY: The angry canines here will lunge at you when you are near. They require two hits to defeat them. Use Spyro's roll after you flame them once, hitting them a second time once they land next to you (7). Toasty himself is easy once you get past the guards. Is it just me or is that a sheep on a pair of stilts?

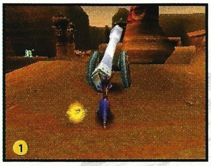




PEACE KEEPERS WORLD

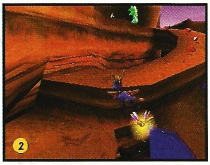
Canyons and cliffs make up the bulk of this arid world, putting Spyro's gliding abilities to the test. Buzzards, snowmen and cannon-firing soldiers will stand in the way of freeing your fellow dragons.



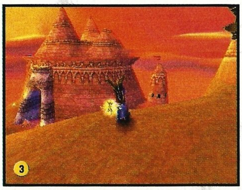


HOME: Those cannon-firing, Napoleonic soldiers will have to go. Turn the tables on the Gnorcs and use the cannons against them. There are four of these cannons on this level, but the most important one is near the balloonist. Use its explosive power to destroy the arch with the target **(1)** and the two invincible chests. Forget chasing that thief around the pond. Jump across and flame him for less of a hassle.

DRY CANYON: From the dragon asking you if are a good glider, walk to the end of the ledge and soar toward the opening with the red flag over it. When you emerge from the other side, leap off the edge and hug the wall to the left. You will reach an area with another dragon and the gold key **(2)**.



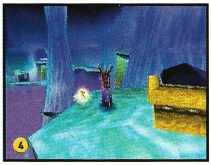
CLIFF TOWN: There are quite a number of gems resting on the many rooftops of Cliff Town. View the area from high ground to make sure you haven't overlooked anything. If you are missing some gems, take a look on the back side of the building you enter this level at. You can reach it from the "highest point in Cliff Town" **(3)**.

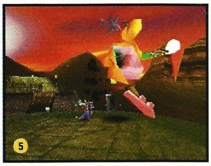


ICE CAVERNS: The Ice Caverns have a couple of tricky aspects to them. Pay close attention to the posts inside the caves, some of them have gems on them. Toward the end of the level you will come to a seemingly unreachable platform with three extra lives on it. At the very beginning of the level there is a blue spring box out on a ledge **(4)**. Jump from this point and lean to the right to cash in on this stockpile of free lives.

NIGHT FLIGHT: Each object you collect or go through will give you additional time to the ever-winding-down timer. Although this is technically the first level of this kind, your run will need to be nearly perfect. Go through the rings first, followed by flaming the chests. As you continue into the arches, stay focused and refuse the temptation to light any of the lanterns. After you hit the first four lights, stay to the right, hooking to the left for the last one.

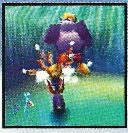
DR. SHEMP: The medical field has taken a turn for the worse. Get in close to Dr. Shemp and wait for him to swing at you with his staff. The moment his backside is exposed, put some fire under the seat of his pants **(5)**.



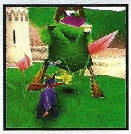


SPYRO'S MOVES

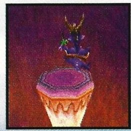
FIRE BREATH: Spyro's fire will not only work to defeat enemies, but to open chests as well. Watch out for Gnorcs wearing fireproof armor or using shields.



CHARGE: Charge down smaller foes and break through doors and chests. This is your answer to what your fire breath can't handle.

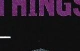


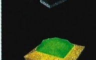
GLIDE/LANDING: Double tap your Jump button to turn it into a glide. Some landings may be tough to judge, so use the Triangle button to set yourself down on a precise target.

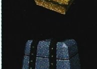


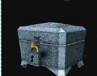
ROLL: Using the Shoulder buttons to roll from side to side is a great defense to dodge oncoming projectiles or lunging adversaries. Don't overlook it.

THINGS YOU WILL FIND...


Spyro will need to charge these Steel Chests to get the gems inside.


Spring Chests need to be flamed, launching a gem into the air. Grab it quickly.

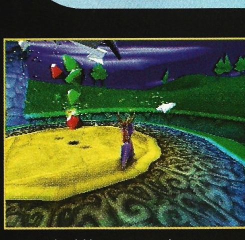

Use items such as cannons or fireworks to get inside. Super charges work as well.


Spyro will need to find the gold key to unlock the gems in these chests.

Free all of the dragons which have been turned to crystal. They will give hints and act as save points as well.

A variety of gems make up the stolen dragon treasure. They come in denominations of 1 (red), 2 (green), 5 (blue), 10 (gold) and 25 (purple).

Elusive blue thieves have stolen all of the dragon eggs. Recover them all Spyro!



Find gold keys to open the many locked chests Spyro will find.

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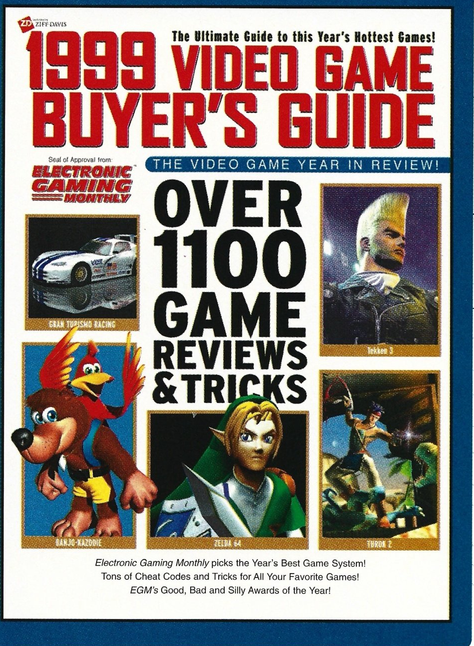
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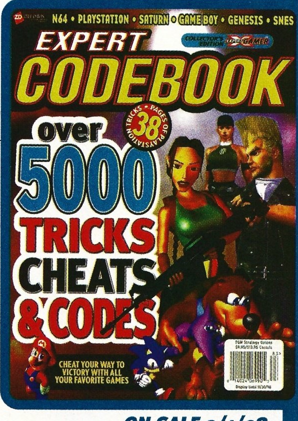
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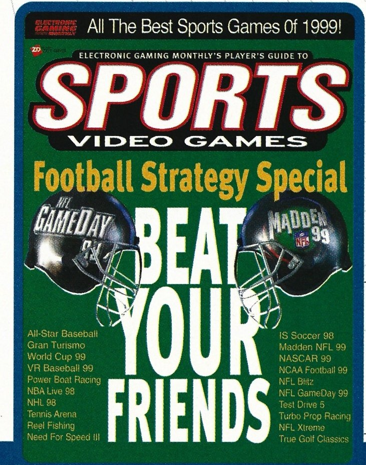
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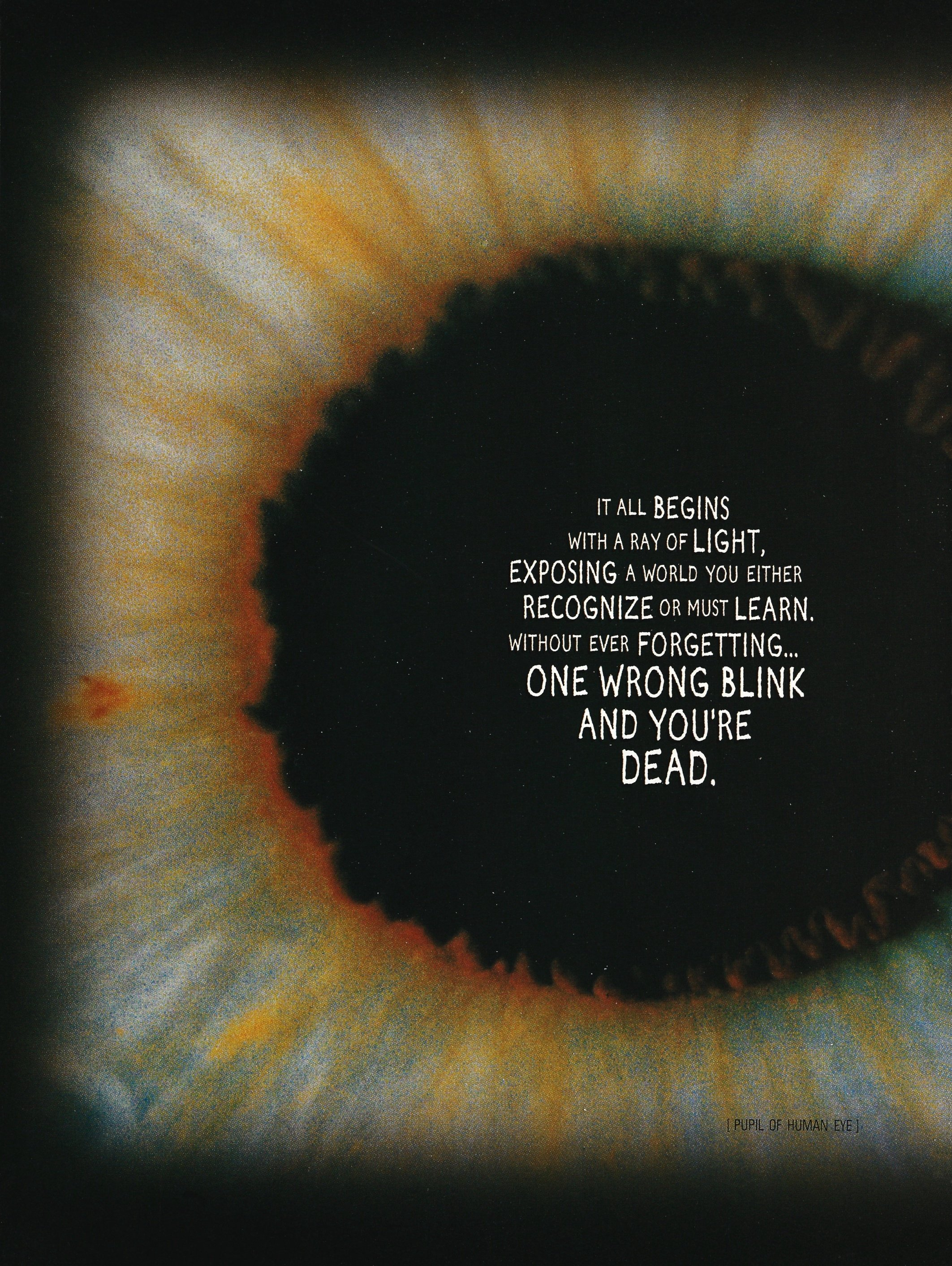
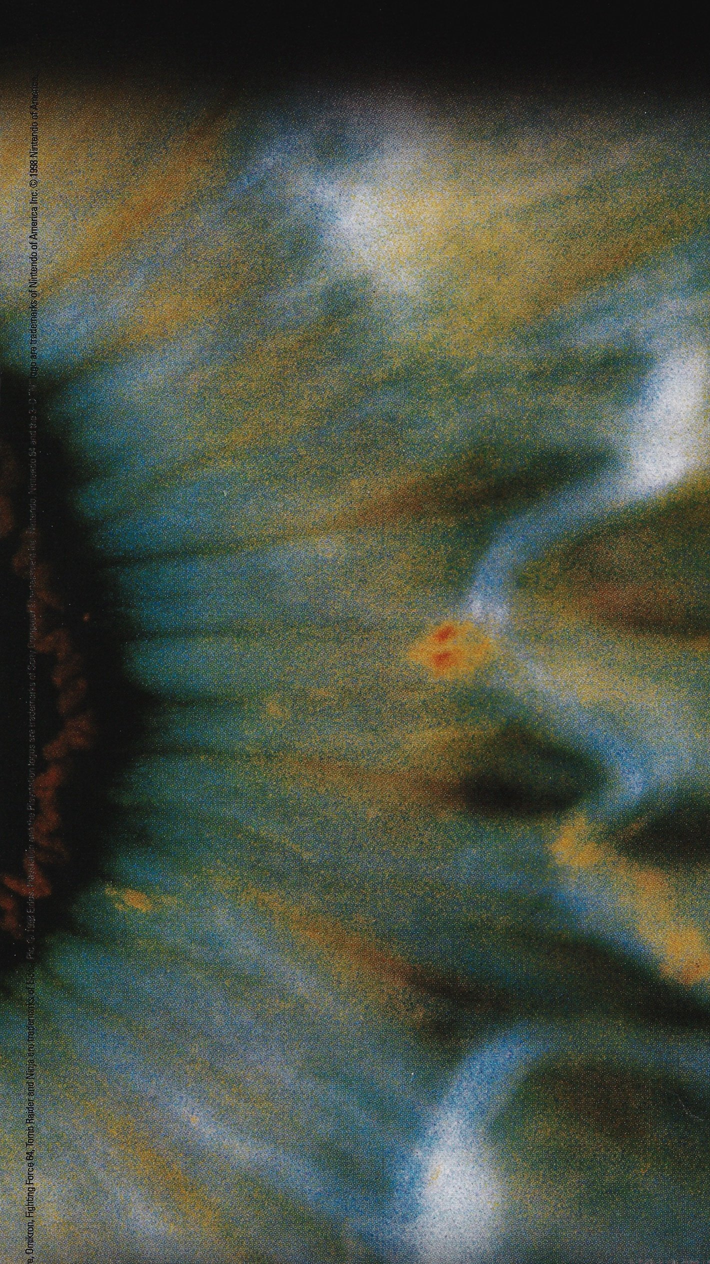


IT ALL BEGINS
WITH A RAY OF LIGHT,
EXPOSING A WORLD YOU EITHER
RECOGNIZE OR MUST LEARN.
WITHOUT EVER FORGETTING...
ONE WRONG BLINK
AND YOU'RE
DEAD.

[PUPIL OF HUMAN EYE]



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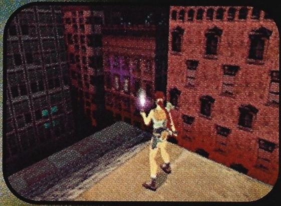

TOMB RAIDER III

NINJA

OMIKRON

FIGHTING FORCE 64

YOU'VE BEEN WARNED

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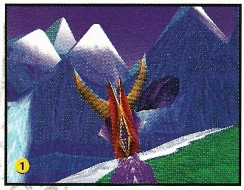
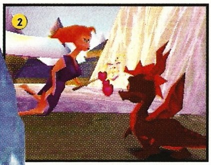
MAGIC CRAFTERS WORLD

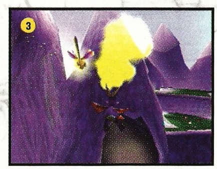
Wizards casting magic spells to block your path and incredible leaps made possible only with the super dash make the Magic Crafters World a very tricky place for Spyro to explore.



HOME: Most of the wizards casting spells can be hit by charging them, but the one blocking the cave entrance is an exception. Spyro will need to use the arrows to super dash to get him in time. Continue through the cave and crash into the invincible chest next to the pool. Practice controlling him at this increased pace—it will come into play in future levels. The locked chest is in a high cave **(1)** which can be reached from the area at the top of the hill with the arrows. The key is in the middle of the pond behind the Wizard Peak gate.

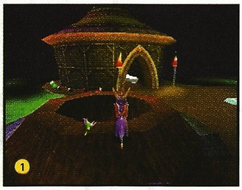
HIGH CAVES: Your first thought is probably how to go about killing those large insects guarding the caves. You will need to run past them (and watch it, they're quick), until you come to the two green magicians. The second one is controlling a doorway which leads to a fairy. Being the cute, little dragon that you are, she will kiss you, momentarily enhancing the power of your flame **(2)**. You will be able to go back and kill all of them but the first one. To get him, jump from the ledge with the fairy and come around from the other direction. The magicians will be battling on this level, so try to sneak attack them from behind. You will come to a ramp with arrows which you will need to use to reach a couple of caves **(3)**. Don't worry about falling here, though. Some tiny fairies will save you if you miss the jump. This is a great place to practice.

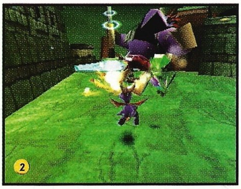




BEAST MAKERS WORLD

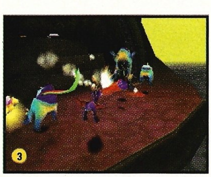
A dreary place, swampy and overflowing with wild creatures, the Beast Makers World will really put Spyro's skills to the test, that is, unless the Attack Frogs and Wild Boars don't get him first.

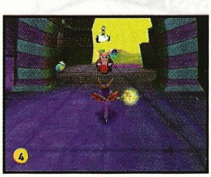




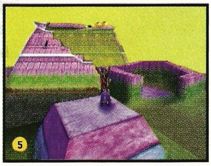
HOME: The Gnorcs in the Beast Makers World have harnessed electricity. Watch yourself or you'll be in for some shocking results. Wait for them to electrocute the floor and then jump and glide toward them. Look for the Wild Flight gate at the bottom of one of the wells **(1)**. The key for the locked chest can be reached from the large temple near the balloonist.

TERRACE VILLAGE: The initial village portion of this level isn't bad at all, just be sure to check all of the corners for gems. This level is pretty heavily patrolled, with Gnorcs working together on the electrified floors **(2)**. It's easier to take them out first and then worry about their sidekicks. There are several invincible chests needing to be opened with rockets, of which you'll find the majority on the rooftops. After you have used the whirlwind, glide across and work your way up to the highest point of the level. Walk to the far-right edge and glide around the building with the exit to reach the rooftops.

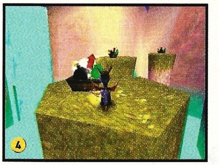




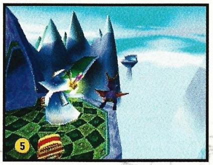
MISTY BOG: If you stop the chicken from running behind the wall and getting trapped, you can surprise attack the guard. The local flora and fauna can be quite nasty in the bog. The Attack Frogs have a long reach with their tongues and those plants will simply uproot themselves and charge you. Go into areas infested with these vermin flaming away. The cave off to the right of the wooden bridge is guarded by three Attack Frogs. Hook around to glide in from the side and strafe those amphibians **(3)**. In areas occupied by wild boars, in addition to other enemies, use them to your advantage. Get close enough for the boars to charge and they will take out some of the enemies for you **(4)**. When you finally reach the exit, hop onto the corner pedestal to the right and use it to reach the staircasing wall **(5)**. Tough work, but it's all worth it. You get to charge through another row of those soldiers.

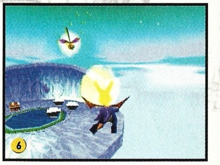


ALPINE RIDGE: Magicians will be controlling moving platforms, walls and stairs. Take a good look before you proceed and you should be all right. There are three consecutive platforms with boxes of fireworks concealing gems **(4)**. Flame the first one and jump to the next platform before it explodes. Use the same method until you have obtained all of the gems here.

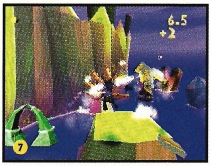


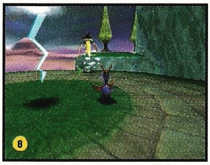
WIZARD PEAK: There are two key elements to this level. First, look directly to the left of where you start out from. Follow this path to the whirlwind and check out your surroundings from this higher elevation. Walk to the end of the path (the octagon) and choose your route. Leaping off to the left will land you on the ledge that the second wizard you come upon jumped to **(5)**. Your other option is to glide across to the opposite walkway. This will lead you to the first wizard you came across. The second key to this level is mastering the charge arrows. From the first set you come to, charge down it and turn left. Go straight up the slope in front of you and press the Jump button just before you reach the top. Wait for the highest point of the jump and glide down to the platform **(6)**. Don't miss the gems and the thief behind the wall. Now the second jump you need to make is done in similar fashion. It is the same process, but instead of going straight at the bottom, hang a right. Keep pushing right until you reach a ramp and jump for the platform straight in front of you. Timing when you hit the Jump button is the most important aspect to making these jumps. Get that down and you're in great shape.





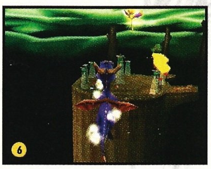
CRYSTAL FLIGHT: They start this flying level by tempting you to go for the planes. Stick with the rings first and continue your path with the arches. Try to hit the chest off to the right just before the last arch to save you some time **(7)**. Nail the first six chests and you should be in perfect position to fall in behind the planes. At the point you destroy the last plane, you should be back on target to get the last two chests.



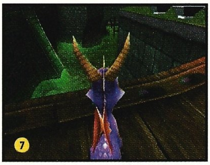


BLOWHARD: The path to Blowhard is scattered with pesky wizards. Once through them, you will encounter this whirling windbag. He attacks in a circular pattern, stopping to throw lightning bolts at you along the way **(8)**. Sidestep them and flame him when he is on the ground. You will encounter him three times before you defeat him.

TREE TOPS: Immediately upon starting the level you will see a yellow thief run away. Follow him closely, disregarding gems until you see him waiting at the top of a walkway with super dash arrows on it. He will jump to the next platform and then to a walkway just to the right **(6)**. The next jump requires you to land on another walkway, which you need to jump off of going the other direction. Once on the final leg, you will shoot off a ramp and glide to the platform in front of you. Be sure to kill the thief when you get there or you'll have to do it again. Timing is everything for a successful run. Follow the red thief you find in the same way. He will take you off the first ramp slightly to the right and up a corkscrew. This will launch you to the ramp leading to the exit. Once airborne, glide to the high plateau and claim your treasure.



WILD FLIGHT: The first thing to note is that it is much quicker to catch planes and boats when you are going the opposite direction that they are. Go for the chests first, taking out the planes while you are in the area. Nail the first few chests, breaking to the right when exiting the tunnel. Then fly a figure-eight pattern, starting with the two chests along the right side and continuing through horseshoe tunnel, going head-to-head with the planes. Once finished with them, head back to the boats, taking them out as they come at you. When you reach the arches, you may miss a boat or two, but you should have plenty of time to get the remaining ones.



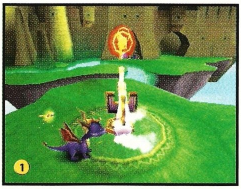
METALHEAD: When you reach the wooden bridge, look to the right and you will see a ledge next to the broken gate **(7)**. Jump through the opening to a well-hidden area. The smaller enemies on this level will form armor when you get close, so ram them. Metalhead can be defeated by charging all of the posts while they are green or flashing red. Keep moving to avoid his beams and rolling enemies.

SUPER DASH

Beginning with Magic Crafters World you will come across Super Dash arrows. These flashing yellow arrows give Spyro the chance to charge down them, gaining extra momentum as he goes. Using these ramps is no problem, but timing your jumps is. Hold the Charge button as you race down the arrow-lit path. When you reach the end, hit the Jump button while still holding the Charge button. You will notice the color of the smoke will change from white to yellow. The point just before it switches is when you want to release the Charge button and glide to the platform you're aiming for. Confidently working these ramps will take some practice and the sooner you get a grasp of it, the better.

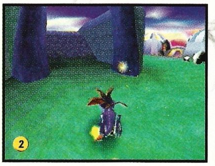
DREAM WEAVERS WORLD

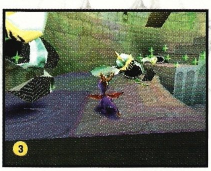
There's a song title in there someplace. The Dream Weavers realm is filled with strange creatures. Confront ghostly armor, beasts that haunt you in your nightmares and a Boss with a lot of spring in his step.



HOME: The first thing you will notice are the beams of light changing the enemies here back and forth between two forms. You won't be able to defeat the larger version of the creatures wearing armor, and they will slap you silly if you get close. There are two of these fellows blocking some stairs, and you will need to change them yourself. Get to the cannon on the center island to do this **(1)**. You will come across an alarm clock-carrying character near the Haunted Tower gate. When you hit him the round platform in the water will lower until the alarm sounds.

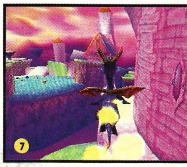
HAUNTED TOWERS: These towers are haunted by large suits of armor. Some will try to smash you, others will block your path. To get by them, find any one of the several fairies on the level, letting them kiss you. Nothing is safe when Spyro is love struck, so flame chests, doors and anything else that gets in your way. The super dash is needed to break through the doors, but more importantly, to reach the final section of the level. Run down the super dash ramp and turn through the second door on the right, the one leading to the path around the pool. You don't use that path! Turn left once through the door and head for the ramp with the whirlwind at the top **(2)**, launching yourself to the platform ahead. You will come to a staircase covered with suits of armor **(3)**. Quickly run to the top of the stairs to get the wizard responsible for bringing the armor to life. Destroy them with the help of one of those cute fairies.





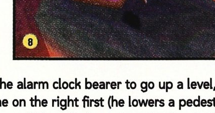
DARK PASSAGE: The caves are inhabited by cute creatures (believe me, they are dangerous) and their nightmare counterparts. When the lanterns are lit, they will stay small. Turn out the lights and they are more lethal, in fact you can't hurt the turtle in this form at all. From the exit, look just below the platform with the invincible chest on it to find an opening **(4)**. You will come to two of the giant turtles blocking the way. Run between them to light up the chamber **(5)**. Follow the trail to the end to find the fireworks to blow up the chest.

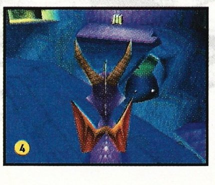
LOFTY CASTLE: This airy level looks a little confusing, but isn't too bad. The fairies that helped you out on the High Caves level have been trapped in cages **(6)**. When three of them in the same area have been freed, they'll open up an additional whirlwind. Inside the tower you will emerge at the top of a super dash ramp. Charge your way to the circular building with the walkway around it. Jump to the right side of it, follow it around and make about a 90-degree turn to land on the raised area of the main structure **(7)**.

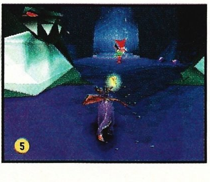


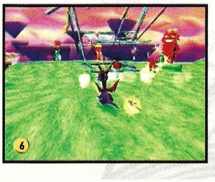
ICY FLIGHT: These later flying levels give you multiple angles to choose from to complete the level. Here's my suggestion: Follow the train into the tunnel and you will emerge into an area with five hueys. Once you have eliminated them, exit the area through the other tunnel. You will find yourself faced with three more hueys. Continuing forward, you will be back in line for the lights and chests. The majority of your targets are in the middle, so be sure to take out everything in at least one of the branches. This will leave the rest in a nice clump for you. Any remaining trains should be easy pickings if you have had a decent run at the level.

JACQUES: The long-armed Gnorcs with armor can be tricky to hit because many of them you have to charge while in mid-jump. Be sure to look before you leap and you'll do fine. After you use the alarm clock bearer to go up a level, you will see two more. Get the one on the right first (he lowers a pedestal) and then go after the second. Spyro will have to hurry to make it onto the lowered pedestal before it raises again. Jacques will shoot first and then hightail it to safety. Rush up to him, careful to avoid his projectiles, and he will retreat a little further back. He will stop and stand his ground once on top of a box (Jacques-on-a-box, yeesh), where you will have to flame him **(8)**. When you first come to face him you will only have 325 gems. If you were worried about the rest, he's got them all. Never trust someone who likes to spend all day inside a box.



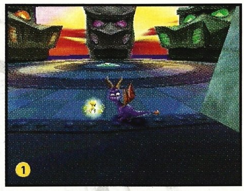






GNASTY'S WORLD

This place is Gnasty. The heart of the evil Gnorc's operations is guarded by creatures vaguely resembling characters out of some macho war flick. This is going to be rough.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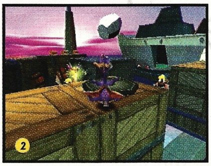
GNORC GNEXUS: There really isn't much to say about the Gnexus. Every time you complete a level there will be more gems waiting for you and the next dragon head will open up (1).

GNORC COVE: Aah. The classic hurdling of barrels. If you are not confident of your skills of old, head-butt these barrels back to the one sending them. Don't get too overzealous, ramming the ones marked TNT is just bad news. There is a barrel dispenser on top of the crates before you enter the ship. Some fancy barrel tossing from here can take out the invincible chest and the two goons below (2). The henchmen sitting on barrels will need to be charged quickly, unless you enjoy being hit on the head with a monkey wrench. The final pit area of this level will have barrels flying at Spyro from every direction. Ram into anything that moves.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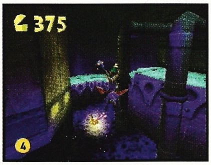

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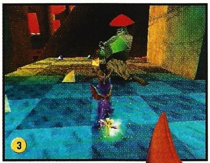
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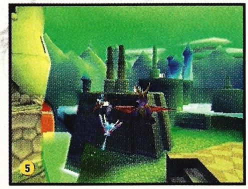
TWILIGHT HARBOR: The harbor is crawling with Gnorc soldiers toting fully automatic weapons. The large Gnorcs are more difficult because they strafe from side to side. Wait just out of range of their bullets. When he shoots to one side, jump over the bullets and rush him before he swings the gun back the other direction (3). These Gnorcs gave me the most trouble on this level. When you reach the drawbridge, fire the crank on the far side and use the super dash to reach the second floor. This will lead you to the gold key. When looking out over the key, jump around the corner to the right for an extra life. It's a tricky landing and is not worth risking an attempt on if you have plenty of lives.

GNASTY GNORC: At long last it's time to face Gnasty himself. He is out of reach until you get the two keys from the thieves. The first thief can be caught fairly easily. When you come to the point where the path splits around the outside of the room, go right. You will run into the thief as the path rejoins. The second thief will just take some good old-fashioned corner cutting to capture. When you have the key to lower the stairs in front of Gnasty, he will take off. At the end of the path, he will stop to fire at you. Gather all of the gems the first time around and then worry about getting Gnasty. When he begins to run away, chase him, but don't stay on the path. The first chance you get to jump to the left, do it (4). You can land just behind him on the path. Follow him until he stops and you should be close enough to whack him when he stops. He will run through the newly opened doorway across a series of platforms over a river of lava. Follow him quickly before the platforms start retracting into the wall. At the end flame his Gnasty butt! This marks the end of the evil Gnasty Gnorc.

GNASTY LOOT: What about that final dragon head? Well, if you have successfully completed 100 percent of the game, this head will open up leading to the Gnasty Loot level. This is a cool level. Once you have gone into a glide you will stay at that height, allowing you to freely soar around the level. Every time you can jump off of a higher platform, you increase your maximum height by that much. There are thieves everywhere holding the keys to unlock the doors (5). Enjoy yourself as you collect the remaining 2,000 gems, which will give you 120 percent complete in the game.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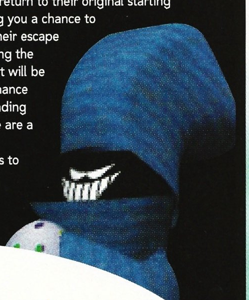
STOP THIEF!

Thieves will plague you throughout the game with their hide-and-go-seek mentality. Early encounters with them allow you to simply outrun, catching them easily from behind. Further into the game they become quicker, as well as smarter. Some will stand on the opposite side of a pool of water. You'll never catch them on foot, so take to the air and flame them. The thieves will return to their original starting point, giving you a chance to scope out their escape route. Cutting the corners tight will be your best chance of apprehending them. There are a total of 12 dragon eggs to be found in the game.



INTRODUCING 16 MILLION COLORS

Over 30 minutes of cinematics fluidly merge with gameplay in a thrilling storyline full of bizarre characters with a great sense of humor. Dedicated sound effects and an original score make Heart of Darkness an unforgettable gaming experience.

Experience intense action as you help young Andy fight through 8 huge levels and 175 different locations in a dark world filled with mystical mazes, exotic landscapes and evil enemies, in search of his best friend, Whisky.

TEEN
T
AGES 13+
CONTENT RATED BY
ESRB

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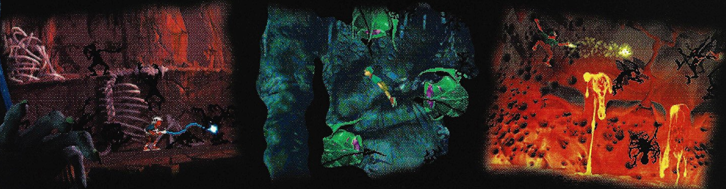
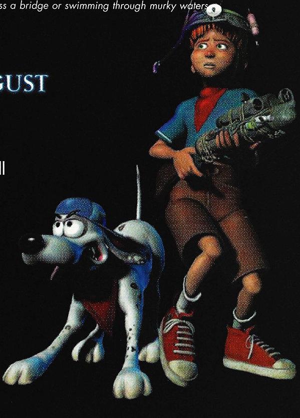


Unrepetitive! Every level looks different, requiring a new skill or strategy to find Whisky. 2000 frames of animation are used just for Andy, so he moves smoothly whether he's climbing, sneaking across a bridge or swimming through murky waters.



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Tricks of the Trade

Our support resource for cheaters

NFL Xtreme

Player Alterations

From the Main Menu Screen, choose the Rosters Option. In the Rosters Screen, choose "CreateFreeAgent." On the CreateFreeAgent Menu, enter the following first and last names for the results as shown:

GEORGE GIRAFFE - The quarterback has a neck like a giraffe.

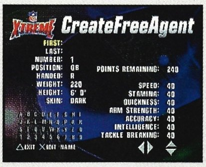
LAMEBOY LENNY - All players walk around like they are lame.

BIGHEAD BOBBY - All players have huge heads.

MONKEY MICKY - All players have huge arms.

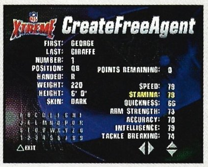
TINY TOM - All players are tiny.

You don't have to sign them on a team. Just leave them in the free-agent pool. Remember, you can change their stats so they don't have 40 of everything. Also, you can mix and match codes together for different results!



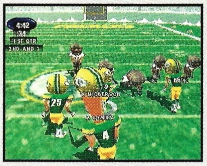
FIRST:
LAST:
NUMBER: 1
POSITION: QB
HANDED: R
WEIGHT: 220
HEIGHT: 6' 0"
SKIN: DARK
POINTS REMAINING: 240
SPEED: 40
STAMINA: 40
QUICKNESS: 40
ARM STRENGTH: 40
ACCURACY: 40
INTELLIGENCE: 40
TACKLE BREAKING: 40

From the Rosters Screen, get to the CreateFreeAgent Menu.

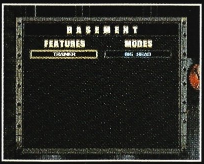


FIRST: GEORGE
LAST: GIRAFFE
NUMBER: 1
POSITION: QB
HANDED: R
WEIGHT: 220
HEIGHT: 6' 0"
SKIN: DARK
POINTS REMAINING: 0
SPEED: 78
STAMINA: 78
QUICKNESS: 66
ARM STRENGTH: 73
ACCURACY: 70
INTELLIGENCE: 79
TACKLE BREAKING: 74

Enter one of the names and change the stats on the side.



Combine codes for some wacky visual results on the field!



Once you unlock the modes, you can access them here.

Now you can practice or wrestle with the game's trainer!

WWF War Zone

Play as the Trainer and Big Head Code

On the Main Menu Screen, press L1, R1 (it may take a few tries to get it to work). This will take you to the basement, where hidden characters and modes are accessed after they are unlocked. Here are two of them to get you started:

Wrestle as Training Mode wrestler:
Go to Training Mode and from the screen where you choose wrestlers, select "Custom" followed by "Trainer."

Big Head Mode:
Win the WWF title in Challenge Mode on the medium or hard difficulty level with British Bulldog.

N20

Level Passwords

Access the "Enter Code" Option and enter any of the following level passwords:

Level 2: Circle, X, X, X, Square, Circle, Square, X
Level 3: Circle, X, Circle, Circle, Square, Triangle, X, Triangle
Level 4: Circle, Circle, Triangle, Circle, Triangle, Circle, Square, Square
Level 5: Square, Triangle, Square, Triangle, Square, Triangle, Triangle, Circle
Level 6: Square, Square, Circle, Square, Triangle, X, Triangle, X
Level 7: X, Triangle, Circle, Square, X, Triangle, Circle, Triangle
Level 8: Square, Circle, Circle, Triangle, Triangle, Square, Triangle, Square
Level 9: Square, Circle, X, Triangle, Square, Square, X, Circle
Level 10: X, Triangle, Square, Circle, Triangle, X, X, X.
Level 11: Circle, Square, Triangle, Square, Circle, Triangle, Square, Triangle
Level 12: Circle, X, X, X, Triangle, X, X, Square.
Level 13: Square, Triangle, Triangle, Circle, Circle, X, Circle , Circle
Level 14: Square, Square, Triangle, Circle , Circle, Triangle, Circle, X
Level 15: Circle, Triangle, X, Square, Circle, Triangle, Triangle, Triangle
Level 16: Circle, Square, Triangle, X, Circle, Circle, Circle, Square
Level 17: X, Circle, Triangle, X, Square, Square, Square, Circle
Level 18: Circle, Triangle, Circle, Circle, Triangle, Square, Square, X
Level 19: Square, X, Circle, Square, Circle, X, X, Triangle
Level 20: Circle, Square, Triangle, Square, Square, Square, Square, Square
Level 21: Circle, Circle, Circle, Circle, Triangle, X, Triangle, Circle
Level 22: Circle, X, Circle, Triangle, X, Circle, Triangle, X
Level 23: Square, Square, Triangle, Circle, Triangle, X, Circle, Triangle
Level 24: Circle, Circle, Square, Triangle, Square, Triangle, Triangle, Square
Level 25: Circle, X, Triangle, X, Square, Triangle, X, Circle
Level 26: Square, Circle, Circle, Circle, X, Circle, X, X
Level 27: Square, Square, Triangle, Circle, X, X, Square, Triangle
Level 28: X, X, Circle, Triangle, Square, Circle, X, Square
Level 29: Square, Square, Circle, Circle, Circle, Circle, Circle, Circle
Level 30: Square, Circle, X, Triangle, Triangle, X, Circle, X

Do you have a trick that you, and only you know? Don't hold back—write us at...

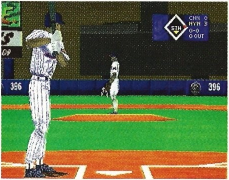
Official U.S. PlayStation Magazine
Tricks of the Trade
1920 Highland Ave., Suite 222
Lombard, IL 60148

Sorry, we cannot respond to individual letters asking for codes or tricks.

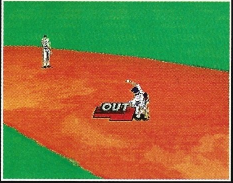
VR Baseball 99

Easy Outs

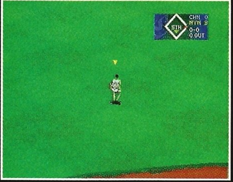
In the middle of a game against the computer, get to the part of an inning where you are playing in the outfield. A computer player must only be on first base for this trick to work. Have the pitcher throw the ball to the second baseman. Make the second baseman run out to the grass behind (above) second base. Then throw the ball to home plate. The computer player on first base will run toward second. Quickly throw the ball back to second base for an easy out. If you're quick enough, it will work every time!


CHN 0
NYN 3
5TH
0-0
0 OUT
396
396

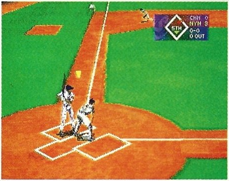
Have the pitcher throw the ball to the second baseman.



Throw the ball back to second base for an easy out.


CHN 0
NYN 3
5TH
0-0
0 OUT

Make the second baseman run to the grass behind second base.

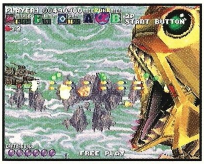

CHN 0
NYN 3
5TH
0-0
0 OUT

Throw to home plate and the computer will run to second base.

G.Darius

Free Play

To get Free Play Mode in this game just use up 100 credits in the game. After you do this, the next time you play will show that you have Free Play at the bottom of the screen!


START BUTTON
FREE PLAY

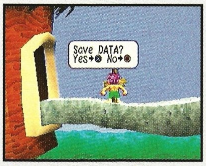
After using up 100 credits, you'll get Free Play Mode!

(Note: The trick was done on a preproduction version of the game and is subject to change.)

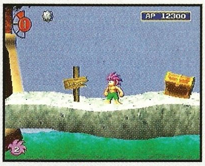
Tomba!

Unlimited Hit Points

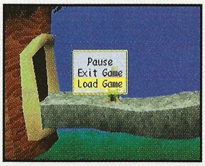
While playing Tomba!, if you are low on hit points, just find a save point and save the game. After you do this, press Start and choose "load game" and load the game that you just saved and you will have full hit points!


Save DATA?
Yes→⊗ No→◎

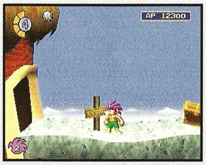
Choose to save your data and then go back into the game.



When your life meter is low, try to locate a save point.


Pause
Exit Game
Load Game

Now choose to load the game that you saved.



You will begin in the same spot with full energy!

Turbo Prop Racing

All Boats, Courses, Etc.

Put in any of these codes at the one-player "Name Selection" Screen. You will hear a horn if they were entered correctly. Note: _ is a space that goes before some of the codes.

_boa - Unlocks all of the boats.

_str - View all of the full-motion video sequences.

_day - Unlocks all of the Day courses.

_nit - Unlocks all of the Night courses.

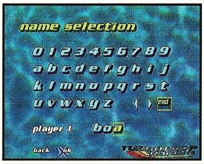
rrim - View all of the full-motion video sequences.

_qak - All boats are now ducks.

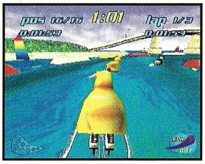
hurr - Get access to the hurricane boat.

frac - Unlocks all of the Fractal Tracks.

winr - You'll always finish in first place.

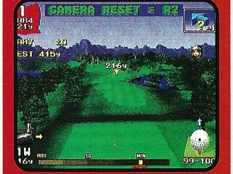

name selection
0 1 2 3 4 5 6 7 8 9
a b c d e f g h i j
k l m n o p q r s t
u v w x y z
end
player 1
boa
back
ok

Enter any of the codes at the Name Selection Screen.


pos 16/16
1:01
lap 1/3

Race the courses with all of the boats changed to ducks.

Trick of the Month



Hot Shots Golf

On the Course Select Screen, highlight the course that you want to be mirrored and enter the following code: Hold L1+L2 and press the X button. When you go into the game, you will see that the course has been "mirrored."

Bloody Roar

Multiple Cheats

There are several cheats you can get for this game. Follow the directions for each to get the code.

Big Head: On "Normal" setting while on the Character Select Screen, hold L2 and choose your fighter with the Circle button.

Large Arena: If you beat 10 opponents in a row in the Survival Mode, you will be able to increase the size of the arena.

Regenerating Life Bars: Finish the game with Bakuryu on Level Four or above.

Big Arms: Beat the game without continuing on Level Four or above.

Small Fighters: At the Character Select Screen, hold R2 and choose your fighter with the Circle button.

School Girl Alice: Beat all the opponents in Time Attack Mode in under 10 minutes.

Command & Conquer: Red Alert

Many Cheats

Enter these codes by activating the corresponding Team Select buttons on the sidebar while playing any mission. (Pressing the actual D-pad buttons will have no effect; you need to select the Team icons with the Circle button.) Perform the sequences as quickly as possible. If you have trouble, try hitting X before selecting the teams.

Mission Skip: X, Square, Square, Circle, Triangle, Circle.

Nuclear Attack: Circle, X, Circle, Triangle, Square, Triangle.

Chronoshift: Triangle, Circle, Circle, Square, Square, X.

Money: Square, Square, Circle, X, Triangle, Circle.

"Gold is People" (turns tiberium art into screaming civilians!): X, Circle, Triangle, Triangle, Circle, X.

Cool Boarders 2

Cindy's and Irin's Alternate Outfits

To get these racy new duds, go to the Main Menu and highlight Competition. Now press Down, R1, Up, R1, Down, R2, Up, R2, Up, Up, R1, Down, Down, R2. (If you don't hear the announcer say, "Here we go!" after pressing each Shoulder button, you're doing it too slowly.) Then go to the Boarder Select Screen, choose Cindy or Irin, and press left or right to scroll through the new outfits. Note: The new outfits are not available in Competition Mode.

Final Fantasy VII

Increased Items Trick

This will boost up the amount of items within your inventory. Once you have equipped a character with the W-Item Command Materia, you should be able to perform this trick. Just begin your game and when that character enters a battle, select the W-Item command by pressing the Circle button when it's his/her turn to fight. Now choose the item you wish to increase by pressing Circle again. Then select the character in the menu you wish to use the item on by pressing Circle. When you return to the Item Screen, choose a different item than the one you chose before by pressing Circle once again. Finally, press X (to cancel), Circle (to activate), X, Circle, X, Circle and so forth. By pressing these buttons continuously, you should see the number of the first item you initially chose increase steadily.

Gex: Enter the Gecko

Many Codes

Use this legend to the tricks command:

Up = U or N
Down = D or S
Left = L or W
Right = R or E
Triangle = A
Circle = O
X = X

In the game, press **Start** to pause, and then hold **L2** or **R2**. Using the legend, spell out the words as shown using the correct buttons for various results. You should hear a sound to confirm that the codes have been entered correctly.

UNDEAD = Infinite lives
WEASEL = Invulnerability
RELEASE = Level select
ALOUD = One-liners (press Select to hear them)
SENSELESS = Rambling Gex
EARWAX = Timer in the game (Choose a level on Game Stats and press **Square** for the best times.)

Ghost in the Shell

Level Select, Animation Select and Hidden Picture

At the Main Menu Screen, enter the following code to get access to all the levels: R2, R1, Square, Square, Up, Down, Square, Square, R2, R2. You will hear a tone to confirm the code worked. Now press Start on "Mission Start" and you will be able to choose any of the 12 missions available to you. Also, you can go to "Options" and then go to the Movie Replay Option. Here you can play any of the cinemas from the game! To access a hidden picture, you must defeat the game without using any continues. The final cinema will play, followed by the staff credits. If you are patient enough to wait for this to end, you'll be rewarded with a full-size picture of Motoke Kusanagi.

Access the Training Cinemas

Training Cinema Two: Die in areas three, four or five to get training cinema two.

Training Cinema Four: Run out of time in training areas one or two.

Training Cinema Five: Run out of time in training areas three or four.

Training Cinema Six: Destroy enough enemies to complete each area and defeat the Boss. You must hit 49 percent or less for a "Class B" rank.

Training Cinema Eight: Destroy enough enemies to complete each area and defeat the Boss. You need to hit 50 percent to 59 percent for a "Class A" rank.

Monster Rancher

Build up Loyalty Meter

Here is an easy way to build up your loyalty meter. Once you have your monster, take it back and forth between the ranch and the town. Each time you do this, your loyalty meter goes up five points! However, you must use this in moderation. The more you do this trick, the stricter your style will become. Your monster will have a tendency to run away and destroy its home if your style gets overbearing, so be warned!

Secret Monster

To do this trick, your breeding status must be in master rank (R-10). Note: You must have another game called Tecmo's Deception to do this trick. When you are about to breed a monster, put in the Tecmo's Deception game CD and you will get a secret character from that game called Ardebaren when you generate a monster in the shrine! Also, PlayStation and computer data CDs that have one track on them will produce purebred monsters.

Moto Racer

Many Cheats

Enter these codes on the Title Screen (with Start/Options).

View Credits - Press O, T, O, O, T, O, Up, Right, Left, X.
View Victory FMV Sequence - Press O, T, O, T, O, T, L1, Up, R2, X.
Enable All Tracks - Press Up, Up, Left, Right, Down, Down, O, R2, T, X.
Enable All Reversed Tracks - Press Down, Down, Right, Left, Up, Up, O, L2, T, X at the Title Screen.
Night Mode - Press Up, O, L1, Down, T, L2, O, Left, R1, X.
CPU Bikes Only Go 50 km/h - Press Down, Down, Down, O, L1, O, L2, Down, Down, X.
Reverse Mode - Press Left, Right, Left, Right, O, O, R1, L1, T, X.
Pocket Bikes - Press Up, Down, R2, L2, Down, Up, L1, X at the Title Screen.
Turbo Boost - Press Up, Up, Up, T, R1, T, R2, Up, Up, X at the Title Screen.

Need For Speed III

Multiple Cheats

Do these codes immediately after you press Start on the "Race" Screen (Right before it loads in the level):

Horn Cheat - Press and hold Start+Select+R1+L2. In the game, press Up to use your horn. When your opponent or another car is close to you, it will flip into the air and crash.

Slow Motion - Press and hold Up+X+Triangle. This will slow the game down by about 20 percent.

Increase Car Weight - Press and hold Select+Square+X. This enables you to push most of the cars off the road (especially the police in Hot Pursuit Mode)!

Police Talk - This makes the cops talk differently in Hot Pursuit Mode.
Different Accent: Up+R1+L2
German: Up+R2+L1
Spanish: Down+R2+L1
Italian: Left+R2+L1
French: Right+R2+L1

Resident Evil 2

Secret Characters and Costumes

To get Hunk you must beat the second scenario with the best rating. When the rating comes up on the screen you will be able to save the scenario with Hunk as the character.

To get Tofu you must beat six scenarios in a row and get Hunk by the end of the first or second scenario.

To get the alternate costumes you must first kill the Brad Vickers zombie. To meet him you must play through most of the beginning without picking up a single item. Make your way to the front of the police department. When you get to the gates of that place take the lower stairs around the front yard. There you will find the zombie. Once you encounter him you can try to kill him with what you have or go past, pick up some weapons and come back. Once you kill him, search the corpse and you will find a key. Take that key to the first floor of the police department and go to the west wing save point. In the room below the stairs you will find a locker that is locked. The key will open it and you will find your new costumes. For Claire you have one choice but get a new gun; Leon has two choices and his weapons will fire faster.

Skullmonkeys

Super Cool Passwords

These passwords will give you passwords to different levels of the game with many lives to boot! Just access the Password Option from the Main Menu and enter any of the codes as shown:

YNT Weeds with 40 lives - X, Circle, X, Triangle, Square, Triangle, Square, Circle, X, Circle, Triangle, Square

YNT Mines with 72 lives - X, L2, Triangle, R1, L1, X, L2, Square, Triangle, L1, Square, R1

YNT Eggs with 10 lives - Triangle, Square, Circle, Triangle, X, Square, Circle, Triangle, Square, X, Triangle, Square

YNT Eggs with 65 lives - Square, X, Circle, Triangle, Triangle, X, Square, Circle, Triangle, Circle, X, Square

Elevated Structure of Terror with 74 lives - Triangle, Square, Circle, X, Square, X, Circle, Square, Triangle, Circle, X, X

Evil Engine #9 with 47 lives - R2, R2, Triangle, L2, L1, R1, R2, L2, L1, R2, Triangle, X

Evil Engine #9 with 60 lives - L1, R2, R1, L2, L1, R1, L2, R2, L1, R1, R2, L2

Monkey Mage with 23 lives - R2, R1, L1, R2, R1, L2, L1, R1, L2, L1, R2, L2

Glenn Yntis with 22 lives - R2, R1, L2, R1, L1, X, L2, L1, X, Triangle, L2, L1

Shards with 71 lives - R2, R1, Circle, L2, R2, L2, R1, L1, R2, Triangle, L2, Square

Castle De Los Muertos with 63 lives - R2, L2, L1, R2, L2, R1, L1, R2, L2, L1, R2, L2

Klogg with 55 lives - R2, L1, R1, L2, L1, R1, R2, L2, L1, R2, R1, L2

Worm Graveyard with 30 lives - R1, R2, L2, R2, R1, Square, Triangle, Circle, L1, X, Square, Triangle

Monk Rushmore with 31 lives - R2, L2, R1, L1, R2, L2, R1, X, L1, R2, L2, X

Monk Rushmore with 55 lives - R2, L1, R1, L2, X, Circle, X, R2, L2, L1, R1, R2

Skullmonkey Gate with 54 lives - R1, L1, R2, L2, L1, R2, L2, R2, L2, L1, R2, L2

Skullmonkey Gate with 61 lives - L2, R2, L1, R2, L1, R1, R2, L2, L1, X, R2, X

Skullmonkey Gate with 84 lives - L1, R1, L2, R2, R1, L1, L2, R2, R1, L2, R2, R1

Triple Play 99

In-Game Cheats

To get this plethora of cheats to work, you must press and hold all four of the top buttons (L1, L2, R1, R2) while doing the code. Enter any of these when you are in the game:

Cheat Homerun - Triangle, Square, Triangle, Circle, X, Square, Left, Right

Cheat Strike Out - Up, Down, Triangle, Square, Triangle, Circle, X, Square

Cheat Crowd Comment - Up, Triangle, Down, X

Cheat Weather Comment - X, Down, Triangle, Up

Cheat Sponsor Comment - Left, Square, Right, Circle

Cheat Nickname Game - Circle, Right, Square, Left

Cheat Historical - Up, Triangle, Right, Circle

Cheat Stadium Info - Down, X, Right, Circle

Cheat Crowd Applause - Triangle, Up, Up, Triangle

Cheat Crowd Cheer - Square, Left, Left, Square

Cheat Crowd Ooh - X, Down, Down, X

Cheat Boo - Circle, Right, Right, Circle

Cheat User Cam - Right, Left, Up, Down, Right, Left

Cheat Overview of Batter - Left Square, Up, Triangle

VR Sports Powerboat Racing

Many Incredible Codes

From the Main Menu, choose Single or Multiplayer Mode, then choose your type of race. When you get to the Name Entry Screen, enter any one of these names for the results shown below:

COMPACT - Tiny boats
DEFORM - Huge heads
LARGE- Big engines
SPEEED- Faster boats

From the Main Menu, go to the Password Option and enter one of these codes on the Password Screen for the results shown below:

CUP - Championship Mode
LR - Slalom Course
U.G. - Mines level
PLA - Hidden Monohull boats
MIN - Minnow level Catamarans
IKE - Pike level Catamarans
CUD - Barracuda level Catamarans

Are you a true GAMER?
Then you're a MIXXER!
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ICE BLADE
SAILOR MOON
MAGIC KNIGHT RAYEARTH
HARLEM BEAT
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Iron Fist Action Figures

It's only natural that the best fighting game of all time should have its characters immortalized in plastic. Scheduled for release later this year, the first batch of Tekken 3 figures includes Nina Williams, Jin Kazama, Paul Phoenix and Yoshimitsu. There are plans to incorporate more characters in future assortments. The figures are highly detailed, and some characters will come with extra arms that feature different hand poses. Fight!

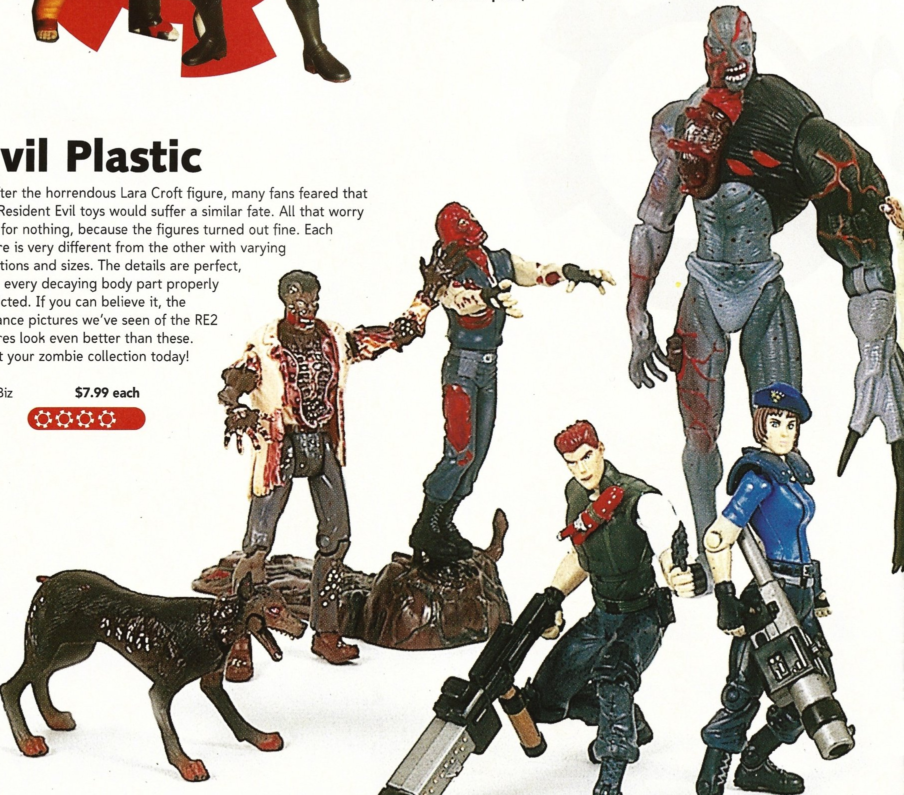
Palisades Marketing

$10 (tentative price)

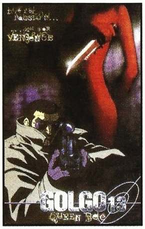
Evil Plastic

After the horrendous Lara Croft figure, many fans feared that the Resident Evil toys would suffer a similar fate. All that worry was for nothing, because the figures turned out fine. Each figure is very different from the other with varying functions and sizes. The details are perfect, with every decaying body part properly depicted. If you can believe it, the advance pictures we've seen of the RE2 figures look even better than these. Start your zombie collection today!

Toy Biz **$7.99 each**

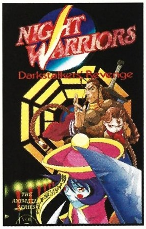


⚙⚙⚙⚙⚙ 5G No question, this should be in your home
⚙⚙⚙⚙ 4G Recommended, very cool
⚙⚙⚙ 3G Pretty good, check it out
⚙⚙ 2G Below average
⚙ 1G Very lame


VENGEANCE
GOLGO 13
Queen Bee

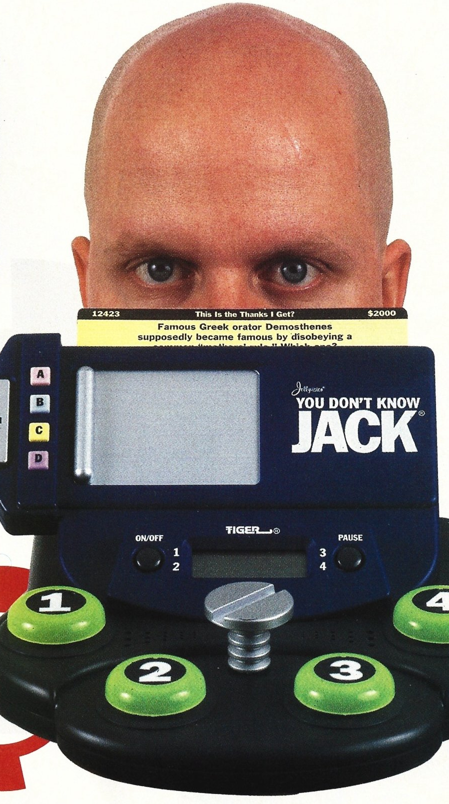
Anime

Old-school gamers will remember Golgo 13 as one of the coolest games ever to hit the NES a few years back. Now you can see his further exploits in ***Golgo 13: Queen Bee***. Duke Togo (aka Golgo 13) is the baddest of the bad-ass assassins and although the story is a bit thin on plot (and even thinner on character development), it's still worth a look. Make sure you stay through the credits for the complete epilogue. This one isn't for the kids. The second volume in the ***Darkstalkers*** anime series has fantastically animated fights from the game and weaves a cohesive story line, to boot. Animation quality is superb, with good voice dubs. *Darkstalkers* is a good bet.


NIGHT WARRIORS
Darkstalkers' Revenge
THE ANIMATED SERIES

Golgo 13: Queen Bee, Urban Vision
Approx. 60 min
⚙⚙⚙

Darkstalkers 2, Viz Vision
Approx. 60 min
⚙⚙⚙(


12423
This Is the Thanks I Get?
$2000
Famous Greek orator Demosthenes supposedly became famous by disobeying a
A
B
C
D
PUSH
Jellyvision
YOU DON'T KNOW JACK
TIGER
ON/OFF
PAUSE
1
2
3
4

You Don't Know Joe!

The popular quiz show that has made the rounds on home computers (and will soon be seen on your PlayStation) can now be enjoyed right on any tabletop. You Don't Know Jack tabletop edition has many of the same features that made the computer version so much fun. The host still pokes fun at you and makes snide comments, but he no longer reads the questions—you have to do that yourself. Although we were skeptical, it wasn't long before we were sucked into the game once again.

Tiger Electronics **$34.95** ⚙⚙⚙⚙

Metal Gear Solid

Players	1	**Developer**	Konami
Availability	October	**Publisher**	Konami
Analog Controller	Yes	**Genre**	Action/Adventure

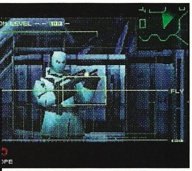
✕ Crouch/Stand
○ Punch/Kick
□ Use Weapon/Throw Enemy
△ 1st Person View
L1 Easy Equip Item
L2 Item Select
R1 Easy Equip Weapon
R2 Weapon Select

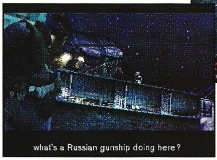
Clever Guards

Maybe if I hide underneath this truck the guards will go away. Wait a minute...who just threw that grenade under here?

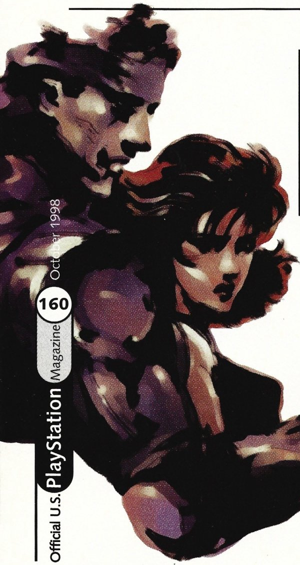
The tension mounts. As the release date of Metal Gear Solid is nearly upon us, co-workers can be seen stalking the vending machine man, waiting for that perfect moment to nab anything filled with preservatives. The silence is broken by the sound of a phone ringing, causing our startled receptionist to display a very prominent exclamation point over her head. Although perplexed by this unusual phenomenon, I continue to investigate those strange knocking sounds coming from the breakroom.

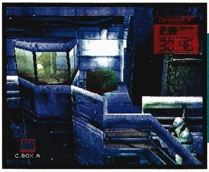
With Metal Gear on the brain, this playable demo comes not a moment too soon. Discover the rush of not being seen as you sneak about the two opening areas of the game. Experiment with tricking enemies to follow your footprints or conceal yourself with a cardboard box. Locate the several weapons scattered about, including grenades and a Socom with laser sighting. Soak up all the experience you can get before you enter the full world of Metal Gear Solid.

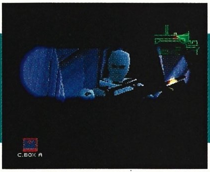


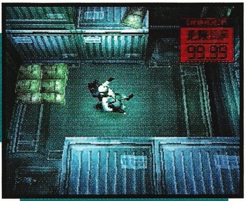

what's a Russian gunship doing here?

What the blazes are those terrorists doing? It's up to you to find out.









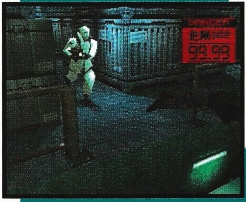
Learning Solid Snake

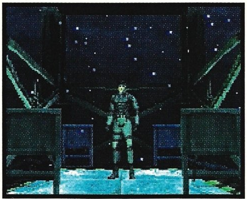
Distracting Guards: Knocking on walls and boxes to lure guards away from their posts is a very useful tactic. Similarly, when on snowy ground, the guards will follow the tracks you create. A figure eight or two should keep them busy for little while.

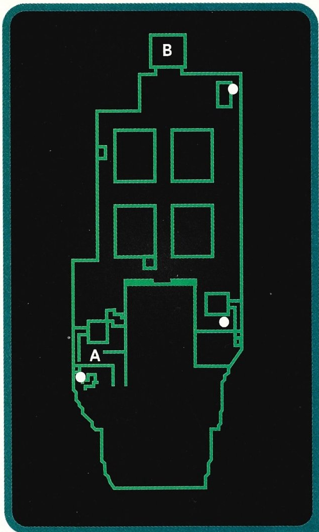
Snake Attacks: Snake has two methods of attacks at his disposal. Your first option is to assault enemies with a barrage of punches and kicks, leaving them momentarily stunned. My preferred method is to flip the guards. This is very quick and will leave them on their backs. When there is more than one guard present you can throw one guard into another. If you slap on the choke hold, you can either kill them or use them as a human shield. Stealth is your greatest weapon, though, so use it to your advantage.

Snake's Weapons: During the second portion of the demo, you will be able to pick up several weapons. The grenades are both powerful, but of little use once you have been spotted. The Socom has laser sighting, making it easy to pick off unsuspecting guards. Unfortunately, loud explosions and gunfire usually create quite a crowd.

Hide yourself under the cardboard box, but be careful. Guards will eventually sniff you out, so pounce on them before they find you. Hand-to-hand combat will draw less attention to yourself, but if you are really in a bind, let 'em have a face full of shrapnel.



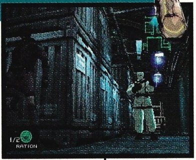




● - Represent the locations of the three rations found in this area.

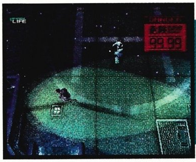
Elevator Area

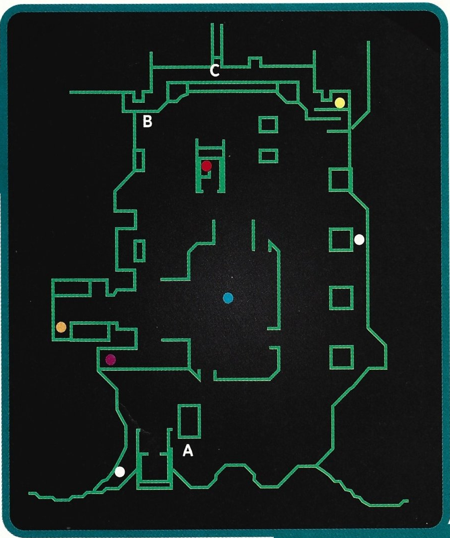
Your initial goal is to wait for the elevator to descend and sneak inside undetected. There are two guards present on this level, with a third guard joining them when the elevator arrives. You begin at the edge of the water in the lower-left portion of the map (A). Crawl underneath the pipes and follow the wall, waiting in the shadows until you can get the guards' bearings. Each guard is represented by a red square on the radar, with the blue cones indicating his field of vision. Learn to keep a close eye on the radar for your best chance of success. Slip past guards by hugging the walls and moving about slowly, only making quick movements when their backs are turned. Avoid running through puddles or a nearby guard will become alerted to your presence. Sometimes it may be necessary to lure sentries away from their current posts by knocking on crates with the Square button. As they move in to investigate, head in the opposite direction. If you are spotted and can't seem to shake your pursuers, head to the edge of the water and dive in. Wait for the elevator concealed behind the forklift in the upper-right corner of the room. Once the third guard has emerged, wait for him to leave and stealthily enter the elevator. The elevator will not ascend if you have entered it with the guards in pursuit.



Outside the Disposal Facility

This area is a little more difficult. In addition to the four roaming guards, there are also three surveillance cameras and spotlights. There are two entry points into the facility, one on the ground level (B) and another on the second floor (C). You will find several items to add to your inventory, all of which are highlighted in the map key. Entry point "B" is probably the easier of the two to reach. Enter the open area with the spotlights, being sure not to be touched by them and break for the left side of the map. Grab the thermal goggles and head for the stun grenades. This room is watched by a camera, so don't just go waltzing in. Stay against the wall and keep still when in the field of vision and you will be fine. Continue around the left side and wait for the coast to clear around the truck. Hop in the truck to get the Socom. Who can resist firing anything with laser sighting? Be warned, though. If you open fire, you will have opened the floodgates, being attacked by regenerating guards. Choosing a quieter route by crawling under the truck is slightly less conspicuous. The guard in front of the vent dozes in and out, leaving him a perfect target. Be aware of the camera mounted on the wall above him. If you choose to enter via the duct on the second floor, it is easiest to use the crates along the right side of the map. The third security camera watches the stairs leading up. Good luck Snake!





🟣 - Thermal Goggles
🟠 - Stun Grenades
🔵 - Chaff Grenade
🔴 - Socom Pistol
🟡 - Cardboard Box A
⚪ - Rations

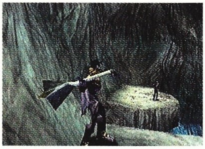
Demo Disc

If a picture is worth a thousand words, a playable demo is worth a million

Legacy of Kain: Soul Reaver

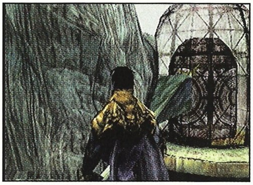
Players	1	**Developer**	Crystal D.
Availability	January	**Publisher**	N/A
Analog Controller	Yes	**Genre**	Adventure

✕ **Jump/Glide/Swim**
○ **Devour Soul**
□ **Attack/Action**
△ **Not used**
L1 **Crouch**
L2 **Rotate Camera Left**
R1 **Sneak/Auto-Face Enemy**
R2 **Rotate Camera Right**



Loading? What's That?

The developers of Soul Reaver have tweaked the engine of the game so that it will continually load new levels from the CD. This translates to a fast action game with virtually no pauses while the game loads the next level.



Yeah, yeah, we know. This game has been coming soon forever. Well, now we're giving you the chance to play this one firsthand.

While this version is still quite early, it gives you a good idea as to how good the final game will look and how it will play. There are still some glitches with control and whatnot, but expect this to get cleaned up before the game's release early next year.

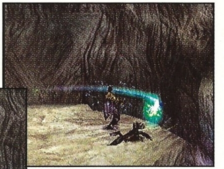
In this brief demo, you must move Raziel through the caverns, killing your enemies and devouring their souls. You begin in the water, where you can swim around (check out Raziel's great swimming animation). Once you're done playing in the drink, it's time to hop on land and get to work.

One trick you are going to need to learn before you get anywhere is the high jump. In order to do this, you much first crouch down and then hit the Jump button. Once you are airborne, you can maneuver yourself so that you can grab onto ledges that were previously out of your reach.

You'll also need to master the jump and glide technique if you hope to get anywhere. It's simple, really. When you are in the air, merely hit the Jump button again to slowly drift down to the ground. This lets you cover greater distances than a normal jump would normally let you.

The final order of business is to arm yourself with a suitable weapon. You will find giant darts you can pick up and throw at your enemies. After they collapse, their souls will be hovering around their lifeless bodies. You need only to get near their corpses to eat their souls. Yummy!

After you finish this demo, you're bound to be starving for more. Unfortunately, we all have to wait a few months before we get to play the full game.

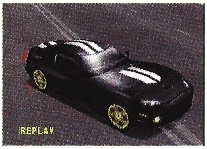


Raziel has many moves you must master before you are able to get anywhere in the game.

Test Drive 5

Players	1-2	**Developer**	Pitbull Synd.
Availability	December	**Publisher**	Accolade
Analog Controller	Yes	**Genre**	Racing

✕ **Gas**
○ **Rear View**
□ **Reverse**
△ **Change Camera**
L1 **Not used**
L2 **Brake**
R1 **Not used**
R2 **Horn**



I Am The Law

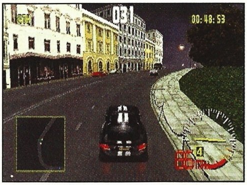
In response to Need for Speed III's Pursuit Mode, Test Drive 5 allows you to actually play as a police officer, chasing down those crafty speeders. It's like a video game version of TV's Cops.

Lately, we've been spoiled with terrific racing games such as Need for Speed III and the legendary Gran Turismo. Now, Accolade is looking to get their Test Drive series added to that list with their latest version, Test Drive 5.

This demo gives you a choice of two cars to race with: a 1998 Dodge Viper and a 1968 1/2 Ford Mustang GT 428CJ, each with a range of selectable paint jobs. After you select your car, it's time to hop into the driver's seat.

Like our Legacy of Kain: Soul Reaver demo, this one is also very early. While your car's graphics look nice, the rest of the traffic is still somewhat boxy-looking. Expect them to be severely cleaned up by the game's release.

You'll have to be crazy fast in order to beat the time limit the game imposes on you. Of course, if you are able to get to certain track markers on the course, you will get a time extend to let you race more.



The main thing you will have to watch out for is the tons of traffic. For some reason, the other cars in this demo have a tendency to crash quite a bit and block the road. You will have to have some mad driving skills in order to weave in between them.

You can also choose from up to seven different viewpoints to race in. If you want to see the game run its fastest, choose the in-the-car view. Then, hang on tight, as the background will be whizzing by you incredibly fast.

If Test Drive 5 is improved as much as Accolade promises, it could become one of the many classic driving games available for the PlayStation.

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The final version of Test Drive 5 will sport a high-res Race Mode as well as a two-player split-screen game.

Devil Dice

Players	1-5	**Developer**	Sony CEI
Availability	Now	**Publisher**	THQ
Analog Controller	No	**Genre**	Puzzle

✕	**Back Up**
○	**Player Marker On/Off**
□	**Not used**
△	**Not used**
L1	**Rotate Screen Left**
L2	**Back One Puzzle**
R1	**Rotate Screen Right**
R2	**Forward One Puzzle**

Could It Be...

While this game sports the devil's name, it actually has nothing to do with Satan or his legion of unholy minions.

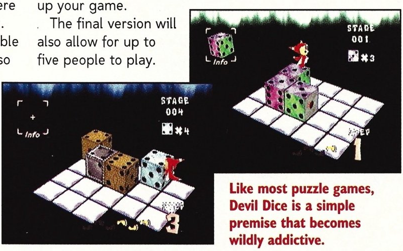
Beware of Devil Dice. We are giving you fair warning right now. To try this game is to try one of the most wickedly addictive puzzle games in existence. This mere demo will draw you in and not let you go.

The premise is simple enough: You control a lovable little devil who must rotate and move dice around so that the number on top of the die is equal to the number of similar die touching it. Trust me, it sounds a hell of a lot easier than it actually is.

The single-player Trial Mode gives you three minutes to clear as many dice as you can. After you clear a batch, the dice start to slowly sink into the board. This is your chance to move similar dice next to the disappearing ones to score some combo points.

There is also a Puzzle Mode that gives you a certain number of moves to clear the board. This is especially challenging, as one wrong move can completely mess up your game.

The final version will also allow for up to five people to play.



Like most puzzle games, Devil Dice is a simple premise that becomes wildly addictive.

Brunswick Bowling

Players	1-6	**Developer**	Adrenalin
Availability	Now	**Publisher**	THQ
Analog Controller	No	**Genre**	Sports

✕	**Begin Shot/Operate Meters**
○	**Change Ball Type**
□	**Change Ball Type**
△	**Not used**
L1	**Move Bowler Left**
L2	**Adjust Spin Left**
R1	**Move Bowler Right**
R2	**Adjust Spin Right**

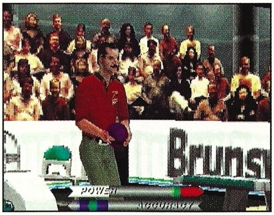
Did You Know?

Adrenalin, the programmers of Brunswick, also make the hit game Ten Pin Alley. These guys really know their bowling games.

It's hard to explain why, but there's just something about bowling games that makes them tons of fun. Almost as fun, in fact, as the actual sport.

Now, THQ is giving you the chance to not only play bowling, but to play it with the pros. Brunswick Bowling features a mess of real-life professional bowlers you can use.

In this demo, you get to choose between two of those pros. Take note that Steve Jaros is right-handed while Parker Bohn III is a southpaw. This does actually affect the way you play.



Brunswick Bowling will feature a ton of different options you can adjust to bowl how you'd like.

There are six different balls you can choose from in the game as well. If you're feeling a bit experimental, you can try them all to see which of them you feel the most comfortable with.

After seven frames, the demo ends. While it's not a full game, it certainly shows you just how good the full version is going to be. Add to that six different game modes, 13 different pros and a Create-a-Bowler Option, and you have a game that should add up to hours of bowling excitement.

Ninja

Players	1	**Developer**	Core Design
Availability	Now	**Publisher**	Eidos
Analog Controller	No	**Genre**	Action

✕	**Jump**
○	**Kick**
□	**Punch/Swordstrike**
△	**Throw Knives**
L1	**Not used**
L2	**Transport Back to Start**
R1	**Step**
R2	**Special Attack**

It's a Trap!

Beware of hidden traps. These can be in the form of hard-to-see trip lines or half-buried bear traps.

Eidos has already conquered the adventure game genre with their hit Tomb Raider series. Now, they are hoping to capture the pure action market with Ninja.

As you guide your ninja through the forest, you must be constantly aware of your surroundings. Enemies will pop up out of nowhere and secret treasure might be hidden just out of view.

Try to collect a sword as quickly as you can. With this weapon, you will be able to dish out much more pain than you could with just your fists.

Many goodies await you in chests. Coins, keys and new weapons are yours for the taking.

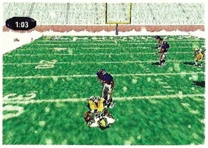
If enemies are a bit far off, try cutting them down with your knives. You have an unlimited supply of these bad boys, and you look like you're dealing cards when you throw them.

If you're looking for an all-out action game, Ninja should do quite nicely.

NFL Xtreme

Players	1-2	**Developer**	989 Studios
Availability	Now	**Publisher**	989 Studios
Analog Controller	No	**Genre**	Sports

✕	**High Step/Shoulder Charge**
○	**Special Move**
□	**Dive/QB Slide**
△	**Jump Catch/Hurdle**
L1	**Stiff Arm Left**
L2	**Blazing Speed Burst**
R1	**Stiff Arm Right**
R2	**Blazing Speed Burst**



No More Butterfingers

In order to complete a pass, you need to make your receiver jump up to catch the ball after you throw it to him. If you don't, the pass will just bounce off of his head.

Now that we are getting closer and closer to the new football season, expect to see many more video game versions of the sport released. One of the first of the new batch to be released was NFL Xtreme, which may not be the most realistic of the bunch, but it may be one of the most fun.

Xtreme's big draw is that it doesn't take itself too seriously. In fact, the game seems to pride itself on being loud and harsh. Like the hit arcade game, NFL Blitz, the game is filled with bone-breaking late hits and tons of trash talk.

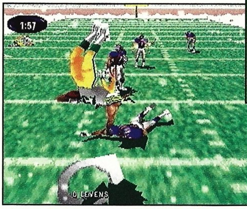
After every tackle, the tackler will take a few moments to throw an insult your way. Don't take it too personally, however, just get right back up and lay the smack down on him. That'll shut him up.

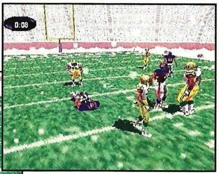
Even though Xtreme has its goofy, arcade-style side to it, there is still a real football game underneath. After all, 989 Studios are the same people who brought us the NFL GameDay series. Before each game, you will have a selection of different plays that you wish to use. After you make your decision, you take to the gridiron to make your stand.

One of the nice features of this demo is that it lets you play a two-player game against one of your friends. Even though you can only play for one quarter and only as the Green Bay Packers or the Denver Broncos, you still get a great idea as to what the game's all about and the mechanics of it.

Of course, the full version gives you the chance to play as all the NFL teams as well as trade players and create free agents. There are even Full Season Modes as well.

While it may not be the most realistic football game on the market, NFL Xtreme has enough of an arcade feel and fast action to introduce some non-football gamers to the genre.





Is it an arcade game or a "real" football game? Actually, NFL Xtreme plays like a mixture of both.

Cool Boarders 3

Players	1-2	**Developer**	989 Studios
Availability	Now	**Publisher**	989 Studios
Analog Controller	Yes	**Genre**	Sports

✕	**Forward Movement**
○	**Not used**
□	**Hard Turn**
△	**Rail Slide**
L1	**Punch Left**
L2	**Slow Down**
R1	**Punch Right**
R2	**Switch to Fakie or Back**

swatch
POINTS
TRICKS
POS.
MPH.
RODEO
POWER

They Got The Moves

To obtain the most realistic of animation, Cool Boarders 3 features motion-captured moves from professional snowboarders. They've even helped out in the capturing of the game's stunts.

Between Tekken 3, Crash 3 and Twisted Metal 3, it seems that just about every major PlayStation series is getting its third game this year. Now we can add Cool Boarders 3 to that list as well.

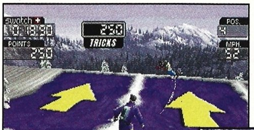
Like the two games before it, Cool Boarders 3 is a fast action snowboarding game where the goal is to be the first racer to get to the bottom of the hill.

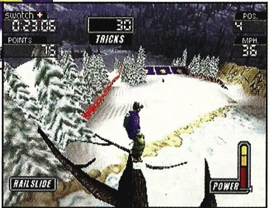
Before the game starts, you might want to read up on how to do all the possible tricks in the game. When you are at the Instructions Screen, press left and right to see a list of all the available moves. You're going to want to remember these if you wish to score big during the race.

Once you start the race, you'll notice a little something that wasn't in the previous versions of Cool Boarders. That's the ability to take swings at your fellow racers. That's right. With a dash of inspiration from the Road Rash series, you can now slide right up next to someone and attempt to knock them off of their board. While it's probably not a safe thing to do in real life, in a video game, it's quite exciting.

The full version of the game is going to feature a ton of extra stuff that's not in this demo. There will be 23 different boards to choose from to race on the game's 32 courses. That should keep you busy for a while. Add that to the six different events offered in the game, and you got enough snow to make an Eskimo jealous.

There's getting to be a surprising amount of competition for snowboarding games lately. Still, the Cool Boarders series has always been popular, and part three should keep the tradition alive.





If you can hop on the wooden rails on the course, you can ride them for some easy trick points.

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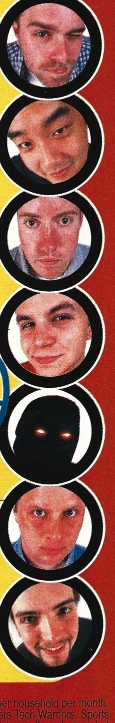

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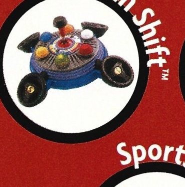
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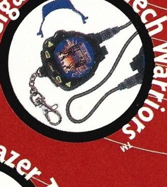
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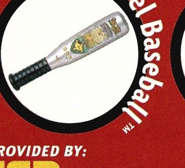
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Parasite Eve

Players	1	**Developer**	Square Soft
Availability	Now	**Publisher**	Square EA LLC
Analog Controller	Yes	**Genre**	RPG

この小さな同居者の望みは
我々との"共生"なのだろうか？

Now That's Teamwork

Parasite Eve is distributed by the aptly named company formed by Square Soft and Electronic Arts, known as Square EA LLC.

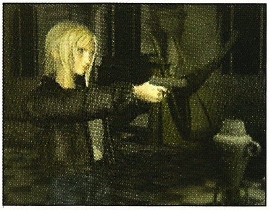
If there's one company players can trust to deliver a great game every time, it's Square Soft. Now, the good folks at Square are bringing us their latest game, Parasite Eve.

You probably saw last month's review of this game that plays like a strange mix of Final Fantasy VII and Resident Evil. While the pictures looked great, they are nothing compared to the amazing quality of the video.

This demo lets you check out some of the incredible cinemas that occur during gameplay. They are of standard Square quality, which, as fans of Final Fantasy VII can tell you, is some of the best in the industry.

You might want to note that this footage is definitely not for the kiddies. Parasite Eve is a horror/thriller game, and this video proves it. People bursting into flames, horribly mutated animals and many more gooey frights abound in this demo.

If you like how this footage looks, remember, the game is even better.



Parasite Eve sports some of the most horrifying moments ever captured in a game.

Rival Schools

Players	1-2	**Developer**	Capcom
Availability	Now	**Publisher**	Capcom
Analog Controller	No	**Genre**	Fighting

A New Dimension

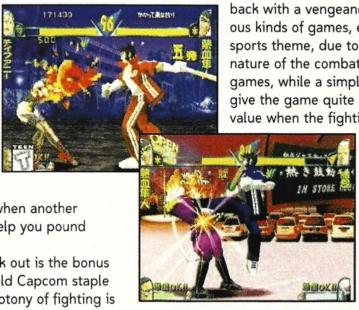
Between Rival Schools, the two Star Gladiator games and the two Street Fighter EX games, Capcom is perfecting the 3D genre.

On last month's demo disc, we had some video footage of this 3D Capcom fighting game. Now, we're bringing you even more to show you what this game's all about.

The demo once again shows off the amazing 3D graphics that are to be expected from the good folks at Capcom. There are also the exciting tag-team moves when another fighter will rush onto the field to help you pound your victim into the ground.

One new feature you get to check out is the bonus minigames. Yep, that's right. The old Capcom staple of minigames to break up the monotony of fighting is back with a vengeance. There are various kinds of games, each featuring a sports theme, due to the athletic nature of the combatants. These games, while a simple feature, should give the game quite a bit of replay value when the fighting gets old.

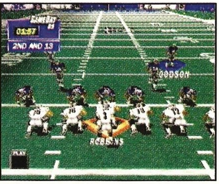
It looks like Capcom is doing it again.



Capcom knows how to make a great-looking and great-playing game. This one is no different.

NFL GameDay 99

Players	1-8	**Developer**	989 Sports
Availability	Now	**Publisher**	989 Studios
Analog Controller	Yes	**Genre**	Sports



Dumb Jocks?

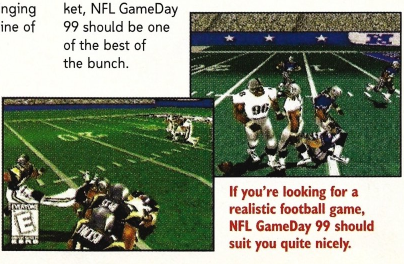
The developers of NFL GameDay 99 are working on a highly advanced artificial intelligence to make this the most realistic football game ever.

We've already seen Studio 989's arcade-style NFL Xtreme on this demo disc. Now, the good folks at 989 are bringing us the next installment in their hit line of football games, NFL GameDay 99.

The main new feature in this year's version is that the game engine has been entirely revamped. The players themselves look a lot more realistic than ever before. The player models are comprised of 350 polygons each instead of the 150 polygons on last year's players.

During the demo, you'll also get to see some footage of the motion-capturing sessions for the players. In addition to the normal plays, they are also capturing all of the different tackles and celebrations.

With so many different football games on the market, NFL GameDay 99 should be one of the best of the bunch.



If you're looking for a realistic football game, NFL GameDay 99 should suit you quite nicely.

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November 1997

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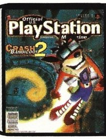

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Cool Boarders Strategy
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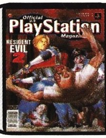

January 1998

Resident Evil 2 Feature
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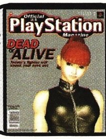

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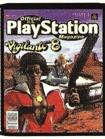

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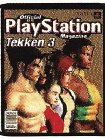

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Psybadek Feature
Tekken 3 Strategy
Demo Disc includes:
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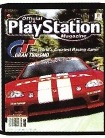

June 1998

Metal Gear Solid Preview
Gran Turismo Review
Demo Disc includes:
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Legacy of Kain: Soul Reaver

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August 1998

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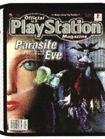

September 1998

PlayStation's Birthday
Elemental Gearbolt Strategy
Demo Disc includes:
playables: Spyro the Dragon, Duke Nukem: Time to Kill, WWF War Zone, The Unholy War, S.C.A.R.S., non-playables: Metal Gear Solid, Rival Schools, Test Drive 5, Threadz

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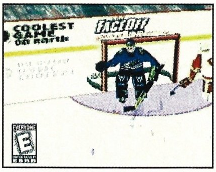
Demo Disc

If a picture is worth a thousand words, a playable demo is worth a million

NHL FaceOff 99

Players	1-8	**Developer**	989 Studios
Availability	Now	**Publisher**	989 Studios
Analog Controller	Yes	**Genre**	Sports



FaceOff 99's new 3D engine features 20 percent more polygons and two times the textures of last year's edition.

Along with their new football game, NFL GameDay 99, 989 Studios is also gearing up to release their new hockey game, NHL FaceOff 99.

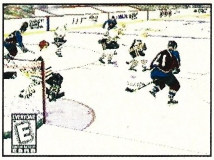
Fans of the sport should be happy to know that the game is looking just as good as ever as you can see from this demo.

In addition to the features shown in the demo, such as the play-by-play commentary and the motion capturing, there are many more features that will be in the final version.

One such feature is the upgraded player models including unique player sizes with different faces for each player.

There is also a new Icon system that is used for defense switching and passing that should make the game control more smoothly than ever before.

All the new features should make FaceOff 99 the best version yet.

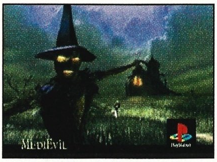


Try not to stare directly into the light shining on the ice. You may become hyp-mo-tized.

MediEvil

Players	1	**Developer**	SCEE
Availability	Now	**Publisher**	SCEA
Analog Controller	Yes	**Genre**	Action

Three-dimensional action games are plentiful these days, but MediEvil is looking to be a real standout title.

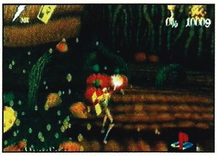


Just in time for Halloween comes MediEvil, a 3D action/adventure game that looks like it has drawn some inspiration from the Tim Burton film, *The Nightmare Before Christmas.*

In the game, you are a sword-swinging skeleton who travels through a wide variety of worlds battling a strange variety of ghoulish creatures rendered in full 3D. Of course, there are different weapons to pick up to help you defeat the peculiar Bosses you will encounter.

Along the way, there are plenty of puzzles you will need to figure out as well, making it so the game taxes your mind as well as your reflexes.

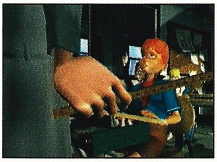
Sure, the PlayStation has a ton of 3D adventure games available now, but with its strange premise and pretty-looking special effects, it should be a fun one.



Some of the enemies are pretty weird. Giant pumpkins? I mean, seriously, how goofy can you get?

Heart of Darkness

Players	1	**Developer**	Amazing S.
Availability	Now	**Publisher**	Interplay
Analog Controller	No	**Genre**	Adventure



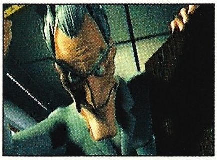
How long has this game been in development? Well, it was originally going to be an exclusive title for the Sega Saturn.

Heart of Darkness has been in various stages of development for about three years. Now, it is finally getting ready to be released.

The game is the heartwarming story of a young boy named Andy and his search for his pet dog, who has been spirited away to another world by the evil Master of Darkness.

If you have ever played the classic games Out of This World or Flashback, or the more recent Abe's Oddysee, you know how Heart of Darkness controls. Expect plenty of mind-bending puzzles thrown in with the fast-paced action of the game.

This game is looking incredible, and hopefully, it will play just as well (it had better after making us wait this long for it!).



This demo seems just like a movie trailer, hinting at the cinematic quality of the game.

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Next Month

A look ahead at our next issue

November 1998

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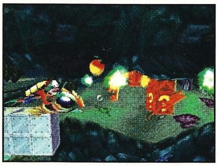
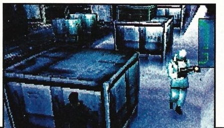




Major Previews Galore!

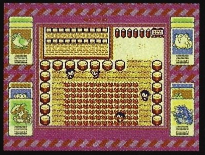
Now that you've undoubtedly played the Metal Gear Solid demo day and night (hopefully getting some sleep and nourishment somewhere in between), you can look forward to the next issue of *OPM*! This one will wrap up Metal Gear Solid coverage in grand fashion with a review and a step-by-step walk-through that shows you how to get through the game's intense gameplay.

And if that's not enough (that alone should be enough!), we're filling the issue with plenty of in-depth previews including two hot sequels by the names of Crash Bandicoot: WARPED and Tomb Raider III. But that's not all—we'll have a special exclusive preview of what is sure to be one of the PlayStation's biggest games. It's something you haven't seen before ANYWHERE, so prepare yourself!

Speaking of preparations, brace yourself for the glut of holiday titles that are about to flood into stores. Between its comprehensive reviews of games like Colony Wars: Vengeance and the awesome demo disc, the next issue of *OPM* will be the best holiday buyer's guide you could possibly want!

ELECTRONIC GAMING MONTHLY

What exactly is Pokemon and why should you care? It's only one of the biggest-selling video games in Japan's history. Find out all about this little Game Boy RPG who's putting most PlayStation games to shame.



Speaking of Nintendo's little portable that could, the Color Game Boy is almost ready for its release. Check out *Electronic Gaming Monthly*'s first look at one of the most anticipated handheld systems ever.

EGM will also give you first peeks at the first 128-Bit Sonic game, Sonic Adventures. Is this the killer app Sega so desperately needs to make Dreamcast a runaway hit? It's looking pretty good so far...

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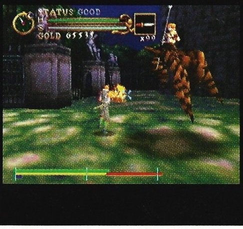
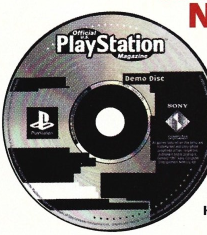


Still drooling over Castlevania 64? Watch for more screens and info in the next *EGM*.

Check Out Our Next Demo Disc!



The Demo Discs continue to fill up with first-rate games these days. You'll want to pick up next month's issue for Colony Wars: Vengeance and G.Darius alone, but there's more.

playables

- MediEvil
- WarGames
- G.Darius
- Dragon Seeds
- Colony Wars: Vengeance
- Future Cop: L.A.P.D.

plus EIGHT bonus video previews

- Crash Bandicoot: WARPED
- Threadz
- Brave Fencer Mushashi
- Rugrats
- T'ai Fu
- Tenchu
- You Don't Know Jack
- Abe's Exxoddus

Sneaking around is key in Metal Gear Solid, and having a pal helps in WCW/NWO Revenge.

EXPERT GAMER

There will be a strategy feast in the November issue of *Expert Gamer*. A huge guide packed with maps and helpful tips for Metal Gear Solid will definitely get you through this mega game. And if you can't get away this holiday season, break into key vacation hot spots with the Rogue Trip strategy. It'll show you the best way to get your passenger to his/her destination. Plus, don't forget to check out the WCW/NWO Revenge guide with the right moves for your favorite wrestler.

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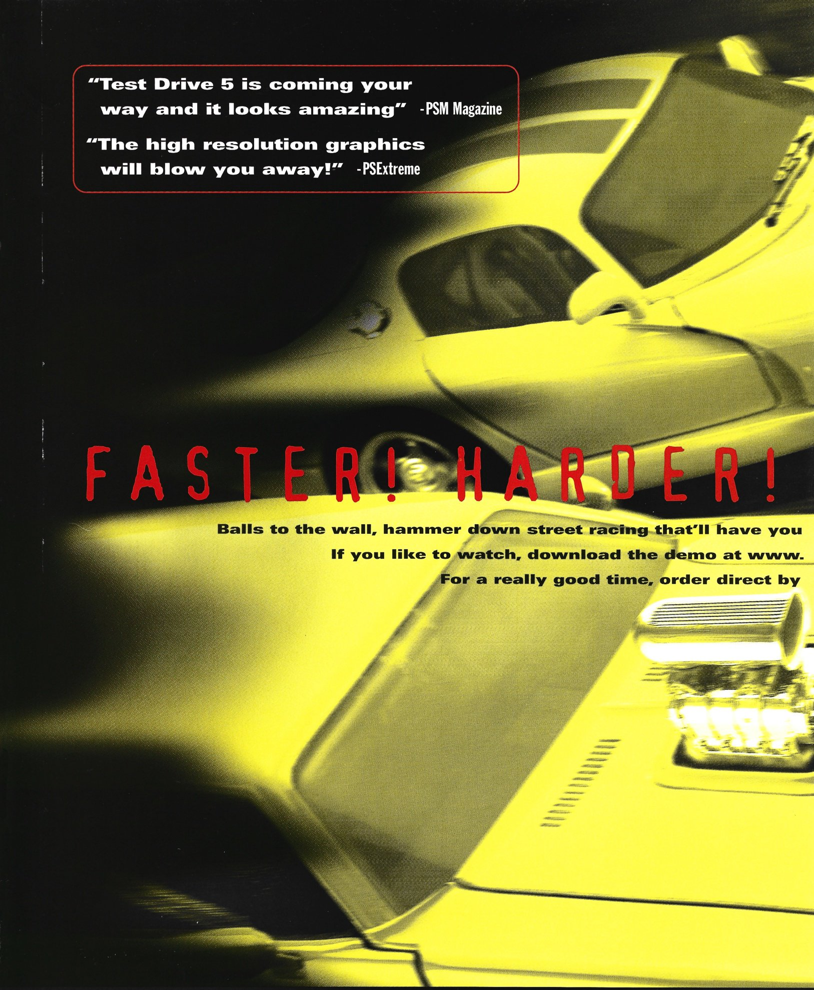

"Test Drive 5 is coming your way and it looks amazing" -PSM Magazine

"The high resolution graphics will blow you away!" -PSExtreme

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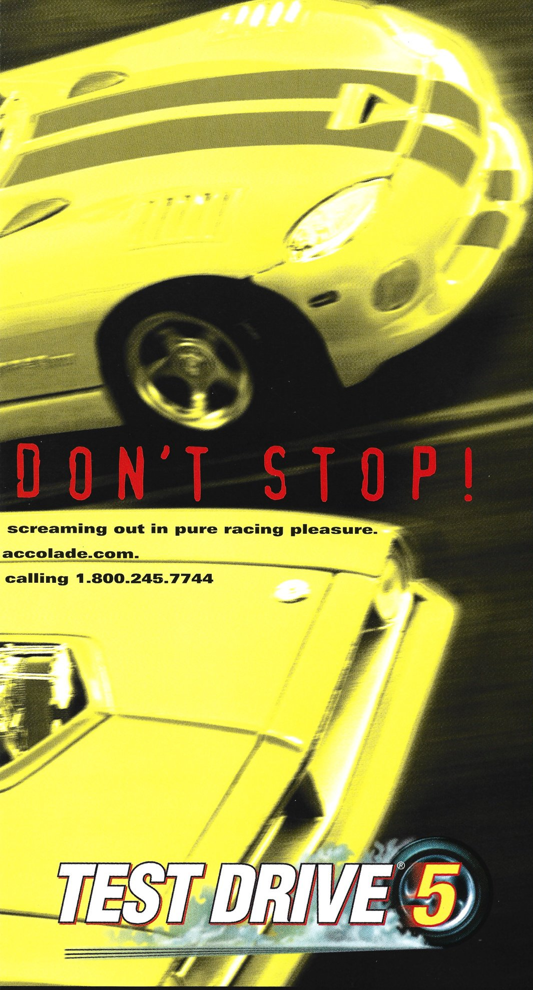

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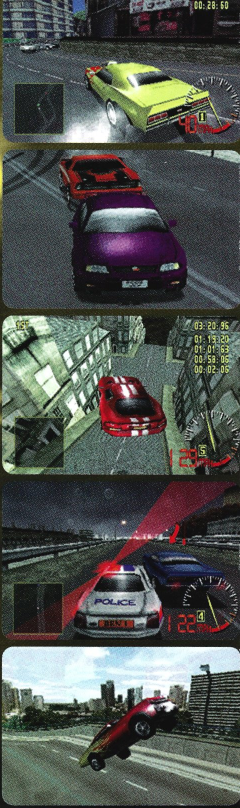
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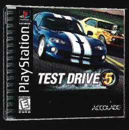
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